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K49130 APRIL 1995

# CYBERSURFER<sup>TM</sup>

The Magazine of Entertainment and Technology

#1

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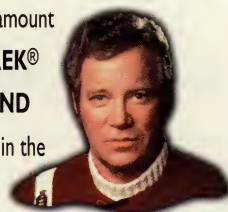
# Travel Into The Final Frontier!

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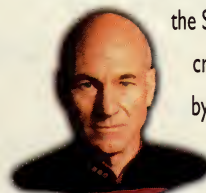
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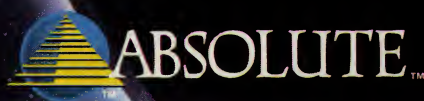
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# QUESTIONNAIRE

## CyberSurfer presents The First-Issue-Super-Special-Gala-Fantabulous Reader's Questionnaire

Answer Fabulous Questions!

A chance to win fabulous prizes! Which fabulous prizes?!?  
Uh...well...we think there may be some subscriptions to be had.

Name \_\_\_\_\_

How old are you? \_\_\_\_\_

Please describe your computer:

Brand \_\_\_\_\_

Model / CPU \_\_\_\_\_

Amount of RAM / HD \_\_\_\_\_

Do you own a CD-ROM drive? Yes / No

If yes, what speed ☐ 1x ☐ 2x ☐ 3x ☐ 4x

Do you own a sound card? Yes / No

If Yes, what type \_\_\_\_\_

Do you own a joystick? Yes / No

If Yes, what type \_\_\_\_\_

Do you own a modem? Yes / No

If Yes, what speed \_\_\_\_\_

How many CD-ROMs do you own? \_\_\_\_\_

What is your favorite CD-ROM? \_\_\_\_\_

What online service(s) do you use? \_\_\_\_\_

☐ AOL ☐ CompuServe ☐ GEnie

☐ Delphi ☐ E-World

☐ Other (please specify) \_\_\_\_\_

How often do you login:

☐ Everyday

☐ A couple of times a week.

☐ Once a week.

☐ Once every couple of weeks.

☐ Once a month or less.

Do you use the Internet? Yes / No

If yes, what services do you use on the internet  
(check all that apply)?

☐ FTP ☐ World Wide Web

☐ Usenet Newsgroups ☐ MUDs

☐ Others \_\_\_\_\_

What's your e-mail address (optional):

List your favorite bands: \_\_\_\_\_

What game systems do you own:

☐ Sega ☐ Nintendo ☐ Super Nintendo

☐ Game Boy ☐ 3DO ☐ CD-I

☐ Other \_\_\_\_\_

What are your favorite arcade games? \_\_\_\_\_

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Super NES version shown

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## TONS OF CRAP...

Every week I receive about 10 boxes filled with the latest CD-ROMs, software, online service accounts and hardware. About 60% of it is absolute crap and I wind up giving it away or showing it to friends as a goof. Another 30% is OK, but I would probably feel ripped off if I spent my hard-earned money on it. Of the last 10%, about 5% is good, 3% is great and about 2% is amazing. So how are you, as the paying customer, supposed to know if the latest CD-ROM you are about to spend \$60 on is crap, ok, good, great or amazing? Well, that's what we're here to do.

Each issue we are going to do our best to bring you the latest, greatest and not-so-greatest CD-ROMs, video games, online services, BBSs, Internet highlights and basically anything else groovy you can do with your PC. OK that's pretty cool, but what else are we going to do? Well for one, we are going to be totally objective.

We tell it like it is (to be honest I wouldn't be editor if we couldn't). So, if we review a game and it sucks we will tell you "it sucks." If it's killer, we'll tell you "it's killer" and why. If you disagree with a review, send us an e-mail and we'll print it. We don't pull punches: period, end of story.

You will see a rating box

in each product review. Each game is rated out of five stars and we sometimes give half stars. One star or less means the product is pretty bad and probably not worth buying. Two stars means the disk is OK, but unless you are really into it don't waste your time. Three stars means that the product is good and that you might consider picking it up. Four stars means we are really impressed and that this is a product that you should pick up. Right off the bat I will tell you we have not seen anything out there that ranks as 5 stars. Even Myst and Tie Fighter, two of the greatest things out there, only got 4 1/2 stars.

So enjoy this issue, send us some feedback and stay tuned for an even bigger and better second issue on the stands sometime in March.

Peace,

Jason  
The CyberSurfer  
[cybsrfr@pipeline.com](mailto:cybsrfr@pipeline.com)

By the way...if you think you can do a better job then us at reviewing CD-ROMs then prove it. We are always looking for writers with attitude and style to review products. Just send me a brief bio and a CD-ROM review and I'll get back to you.

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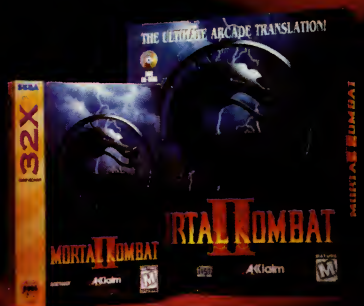
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The rebels are unprepared for our attack.  
Signal Vice Admiral Thrawn to launch his  
TIE Squadrons immediately!



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Schwarzenegger

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One True Lies™ video game cartridge (Sega Genesis™ or Super NES®)  
One True Lies™ Omega Sector black cotton cap  
One Framed True Lies™ Movie Poster  
One signed Arnold Schwarzenegger True Lies™ photograph

### 1<sup>ST</sup> PRIZE: (THREE WINNERS)

One True Lies™ video game cartridge (Sega Genesis™ or Super NES®)  
One signed Arnold Schwarzenegger True Lies™ photograph

### 2<sup>ND</sup> PRIZE: (THREE WINNERS)

One True Lies™ Omega Sector black cotton cap  
One Framed True Lies™ Movie Poster

### 3<sup>RD</sup> PRIZE: (TEN WINNERS)

One Framed True Lies™ Movie Poster

True Lies™

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ENTRIES MUST BE RECEIVED BY APRIL 31, 1995

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ALL THE ACTION OF THE MOVIE!



# The Beastie Boys Screen Saver



After having rocked North America—what's next for the Beastie Boys, kings of 1993's Lollapalooza? The world's premier hip-hop/hardcore punk trio are now coming to a screen near you. No, it's not the full length version of Sabotage (although if there is a God in Heaven I will live to see this).

The Beastie Boys are invading your computer screens with the

Ill Communication screen saver. Along with dancing lyrics and an Ill Communication song list, MCA, Ad-Rock and Mike D are featured in action sequences on the golf course, playing basketball and kung-fu fightin'. Where else can you watch the Beasties riding in a police cruiser being rained on by doughnuts?

By now you're probably saying to yourself, "Gee it sounds groovy, where can I get me one—and what does it cost?" The program can be found on many online services and it doesn't cost you one red cent. The program was put out as a promotion item free to fans. It has been on Compuserve and AOL since last summer. Try your favorite online service to see if they have the screen saver.



We here at CyberSurfer hope other record companies will realize that in order to promote their artists online they need to offer fans something that is useful or entertaining—rather than more boring ads.

—K.W.



# the Jurassic Park Screen Saver

The massive Jurassic Park is the brontosaurus of screen savers. Don't worry, you don't have to keep it in your CD-ROM drive all the time if you don't want to. You can install the modules you want—or install them all if you have 60 megabytes to spare!

Instead of digitizing film clips, the Jurassic Park screen saver has animated clips inspired by the movie. The Chase has a T-Rex, you guessed it, chasing down a jeep. When the T-Rex finally

catches up you get to see The Kill—you hear a crunch occur off screen then a bunch of jeep parts go flying by. Kind of weak. This theme carries throughout the screen saver. All of the scary, gruesome scenes are cut out! I can just hear the executives over at Asymetrix: "Jurassic Park was the highest grossing movie of all time—it will be the perfect screen saver!" Well, it would be one of the best screen savers if you hadn't taken out all the best scenes!

There is a Jurassic Park Information Control Center that lets you customize the screen saver, wallpaper, sounds and password protection. Other modules that are worth checking out are The Hunt, Jurassic Park Encyclopedia, Nedry's Adventure (don't you just hate that guy?) and of course Objects Are Closer Than They Appear.

—J.C.

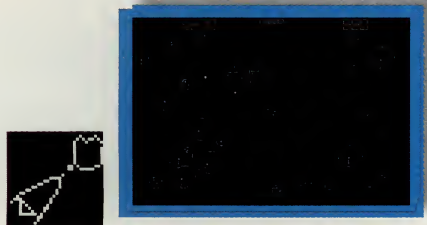




# Microsoft ARCADE

**O**K kids of the eighties, remember those classic arcade games that used to eat your allowance up in an afternoon? Well they're back in the Microsoft Arcade package and they're as addictive as ever. Asteroids, Battlezone, Centipede, Missile Command and the fast paced Tempest are now icons on your Windows desktop. The whole collection of games comes on one disk, the installation took all of 2 minutes and they will run on any machine that can run Windows—which you can't say about most CD-ROM games.

Amazingly these games are as timeless as ever. Once I started



playing Missile Command it all came back—defending my cities and missile bases and doing the “sweep” maneuver to blanket the whole screen with bombs. God, I miss the that track ball! Even the cool monotone sound effects are back. The pounding bass of

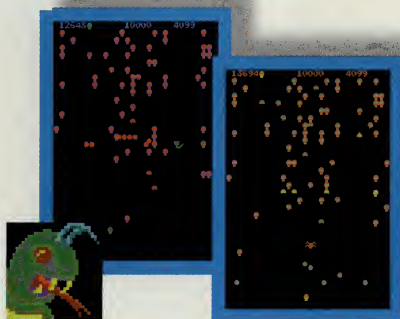


**One groovy feature that I wish I had back in 1982 is the ability to customize the game.**

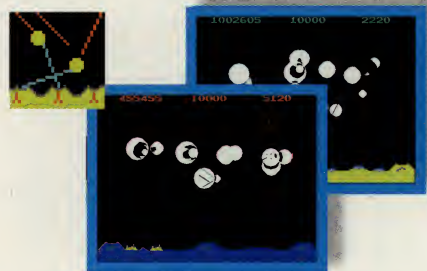
Asteroids (dum dum dum dum) brought back a lot of after-school memories.

Microsoft has been incredibly true to the original games—only adapting the controls—you use the mouse instead of the trackball in Centipede and Missile Command or the spinning knob in Tempest. The only game that really loses something in the transition is Tempest. Using a mouse instead of the spinning knob just doesn't cut it.

One groovy feature that I wish I had back in 1982 is the ability to customize the game. For example, in Asteroids you can set



the number of lives, points needed for bonus life, spaceship speed, missile range, asteroid speed, flying saucer speed, flying saucers appearance rate and the flying saucer firing delay. Changing the



speed makes for the most fun. Quick Help is included every time you load the game (don't worry it can be turned off) and a history of the games and strategies are included under help. Sometimes simple is better than complex. **CS**

## MICROSOFT ARCADE IN BRIEF:



**PROS:** Simple fun for everyone's Windows desktop.

**CONS:** Tempest doesn't work with a mouse.

## MICROSOFT ARCADE BREAKDOWN

Game Play ..... Acceptable  
Video/Graphics ..... Dull  
Sound/Music ..... Average  
Difficulty ..... Moderate

—J.C.

## MICROSOFT ARCADE SPECS:

### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Any PC which can run Windows

### WHERE TO FIND MICROSOFT ARCADE

- ▶ Published by Microsoft
- ▶ Average Street Price—\$19.95



# WOODSTOCK

## One CD-ROM of PEACE & MUSIC

In the never-ending quest to profit off a poorly planned rock concert from 25 years ago, Time-Warner brings us the Woodstock: 25 Years CD-ROM, a collection of film clips, lyric sheets, photos and music. As an interactive experience, it's just like being at the concert! Except of course without the drugs, nudity, rain-storm, hunger, fatigue, bad fashion and, oh yeah, there's no Jimi Hendrix. Instead of Hendrix play-

ing The Star Spangled Banner, we get Joan Baez and Crosby Stills and Nash. Far out, man!

**Woodstock Fever.** As you may have guessed, Woodstock hype, either from corporations seeking my money or from hippies young and old who use it to justify their lives, usually makes me want to puke. Even putting that aside, I do not see the reason for this disk. It's not comprehensive. Only fourteen artists are profiled. There are

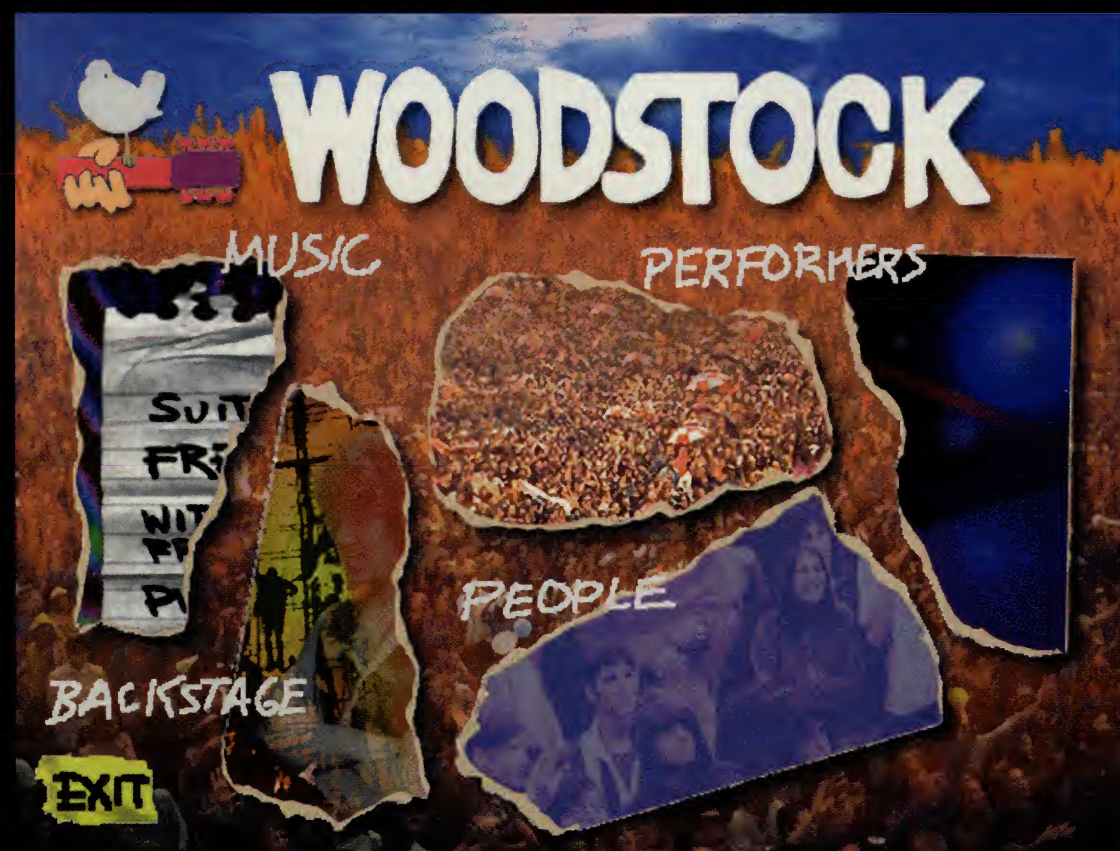
only eight songs played in their entirety. It relies heavily on clips from the Woodstock documentary, which is a far better source of this experience.

**Tripping.** The paths to enter Woodstock are labeled: Music, Time and Place, Backstage, Performers, and People. The reason for this CD, and the reason anyone showed up on Max Yasgur's farm 25 years ago in the first place, was Rock and Roll. The two paths dealing with this, Music and Performers are pretty thin. Music allows you to play one of eight songs. You can also look at its lyric sheet while photos appear on the screen. OOOHHH! It's not that visually exciting and people still have not yet thrown away their stereos.

Performers is a little better suited to exploiting your computer's bells and whistles. After clicking on a rock star's face, you get to choose from the sections of a

peace symbol titled album, bio, movie or pictures. The brief bio is among the best features on the whole disk (Hey, I thought he overdosed on a different drug!). There are only a couple of pictures and four albums per artist. The clips from the movie are under a minute. Considering you are only going to care about a few of the artists, this gets old quick.

The other paths make a case for Woodstock as history. You can look at what was front page news on the days of the event. There are more faces from the documentary trying to make sense of the whole event. The older faces belong to locals reacting to the invading hippie army.

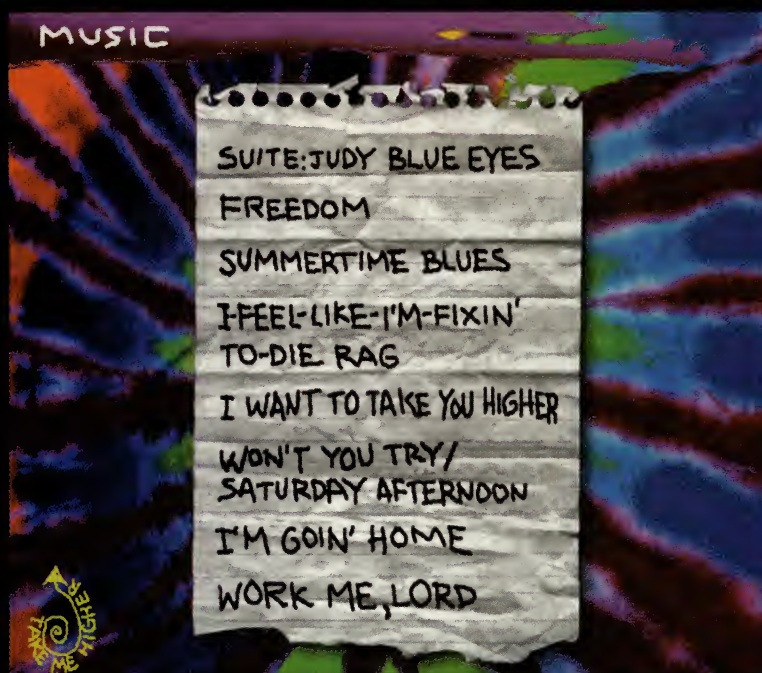


The paths to enter Woodstock are labeled—Music, Time and Place, Backstage, Performers, and People.



These songs are featured in the "MUSIC" and the "PERFORMERS" paths.

Click on a song to hear some of it. Read the lyrics. See pictures of the band and album covers.



Click the "Take Me Higher" button to go back to the previous screen.

These songs also provide the soundtrack to the paint game feature.

There is a where-are-they-now game matching anonymous concertgoers to their current jobs ("Look that guy in the tie-dye fringe is now a corporate lawyer? I can't believe it!") There is some newly shot footage of people speaking about what the concert means to them.

## WOODSTOCK SPECS:

### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ MPC Compatible PC
- ▶ PC with 386DX/25MHz or Higher
- ▶ 8MB RAM
- ▶ 5 MB of Hard Drive space
- ▶ VGA+ Graphics (640 x 480 x 256 colors)
- ▶ MPC-compatible Double-Speed CD-ROM Drive with a minimum 300 KB/sec transfer rate
- ▶ MPC-compatible Sound Card
- ▶ Mouse or compatible pointer
- ▶ Microsoft Windows 3.1

### WHERE TO FIND WOODSTOCK

- ▶ Published by Time Warner Interactive
- ▶ Average Street Price—\$49.95


Another feature is Woodstock Scrapbook, a collection of concert photos. Even the best of these are only interesting once.

**Make art, not war.** The best feature on Woodstock 25 is called psychedelic paintbrush. Using your keyboard and mouse you can create pictures that resemble an acid trip. You are given a choice of images which you can drag across the screen with the images piling on top of each other.

The choices range from a rotating peace sign to pulsating blobs to clusters of brightly colored footprints among others. The result is intended to be similar to the trailing phenomena after ingesting psychedelics. Even this feature is limited by the choice of images.

You can't create your own images. Also there are different screens and you cannot mix and match images from one screen with those of another. This feature was fun—I recommend playing it in a darkened room. After a while, a throbbing pink bird will be temporarily burned into your retinas. A qualm with this feature is you get the feeling of not actually

being creative but, rather playing in somebody else's creativity.

**Prescription.** If you really feel the need to get interactive about your nostalgia go cover yourself in mud, take your drugs of choice and rent the damn video. Time-Warner has been kind enough to re-release the documentary. 

## WOODSTOCK 25 YEARS IN BRIEF:



**PROS:** Some of it looks nice—Psychedelic Paintbrush.

**CONS:** Skippy tunage. No Hendrix. They don't even have enough text.

## WOODSTOCK BREAKDOWN

Sound/Music ..... Average  
Interface ..... Manageable  
Replay Value ..... Occasional  
Video/Graphics ..... Average  
Scope ..... Moderate

—K.W.



# ♀ Interactive

This music CD-ROM is for the ♀ fan only. Only a fan of ♀ (formerly known as Prince) could stand this much egomania. The program begins with a short video clip of ♀ performing a new song ("Interactive") written specifically for this ROM. You can then begin play by clicking on a virtual CD-ROM disc and hitting Play.

**Symbolism.** You enter into the main lobby of ♀'s fantasy palace. A huge replica of the ♀ symbol twirls over your head in this room of white marble. But don't try to go through the doors until you've turned every symbol in the room with a click of your mouse. Once you've made all of the doors accessible, there are seven places you can go: the foyer, library, grand hallway, dance club, boudoir, virtual video room and candle room.

The CD-ROM has some game-solving aspects to it, but each puzzle is fairly simple and does not require a high IQ to figure out. As you walk around the various rooms and corridors, you will

discover hidden pieces of the ♀ symbol, which join together at the end of the game and trigger the final video. There are a few smaller puzzles along the way, the best of which are the trivia related ones. I tested my memory to see if I could pick out the release dates of each of ♀'s albums, based on the album cover which was displayed and the music being played. In solving the puzzles, you can make as many mistakes as you want. You don't have to start over, you will not die or lose a game. It is just try and try again. This ROM is obviously not made to test your game skills, but rather to just make you feel like you are getting an inside view of ♀.

In terms of navigation, this ROM is like *Myst*—all point and click. Directions, however, are not always clear. Sometimes if you click right, you will only turn 180 degrees. At other times, you will turn 90 or even 45 degrees. This makes it hard to tell when you have made a perpendicular turn or

if you are headed back the way that you just came.

**Self-worshipping.** To be completely honest, I found the Interactive experience on the whole a little sickening. Every room is decorated with images of ♀—his albums hanging and his music playing in the background. If you go to the Dance Club, you can listen to short videos of Eric Clapton, Stevie Wonder and Little Richard praising ♀ for his amaz-



ing talent. If we are supposed to believe that ♀ likes this virtual world and if this is supposed to be like a place in which he would choose to live, then I wonder if we are supposed to feel comfortable trying to squeeze in with his huge ego. Facing the multitude of ♀ images on the walls, in the sky (the ♀ symbol forms a constellation out of the stars visible from the "bedroom"), the gold records, pictures and morphs all around, we are so inundated with ♀ that the whole experience becomes suffocating. Who needs it?

**Something's missing.** When I went to see the film *Purple Rain*, I knew it was fiction, but I still felt like I got to know something about what Prince represented. The story-line about the father who wrote music and never became famous, the love-rejection story and Prince's dream of making a living playing music gave him some substance, some human character. I was hoping for a similar kind of depth in this CD-ROM. Instead, it was full of fluff.

Anybody who has followed







**Interactive  
is one of  
the best  
musical CD-ROMs  
I've seen so far  
in terms of  
video and sound  
quality.**



the career of ♀ could have put together this CD-ROM. There is no insight into the man behind the scenes, which is what we should expect from a release entitled "Interactive." I wanted to interact with ♀, not just his gold records. The makers of this ROM could have included a virtual image of the real live ♀ as your host. That would have made the experience worthwhile, to see how he talks and moves off of the stage. The problem with this ROM is that you just don't feel like you know much more about him when you leave than you knew when you entered

(coming from someone who isn't a devoted fan).

**Music is his middle name.** Despite my complaints about the overall content of Interactive, this ROM is one of the best musical ROMs I've seen so far in terms of video and sound quality. In the virtual video room, we get to see three full length videos in thousands of colors, which is a major perk. The video quality morphs are also fun to look at—they can be found in various pictures on the walls (and vases in the hallways). Click on the picture to see a current image of ♀ morph into a past image and then trace a history of his various images through the years from the beginning of his career to the present. You can listen to ♀ hits in stereo quality in the dance club, and appreciate some of his better videos, in the virtual video room.

I also liked the library because the red corvette phone activates a secret door, which is the only secret passage in the game. One other scene I got a kick out of was ♀'s closet, which allows you to pull out each of his most famous outfits on hangers, just as you might be tempted to do in his real home, exclaiming "This outfit is just too ♀!"

**Single, male ♀ seeks %.** Overall this CD-ROM is not very intriguing—I didn't learn much new information about ♀ and it didn't enhance my current level of interest in him. I would give this ROM a high rating for music and video, but I could get that out of a good television or stereo just as easily. Not much effort was made by the creators of Interactive to give their audience an experience worth having a second time. **CS**

## PRINCE INTERACTIVE SPECS:

### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC Level 2  
486SX 25 MHz or faster
- ▶ Microsoft Windows (3.1 or higher)
- ▶ Sound Card; CD-ROM Drive
- ▶ 8 MB of RAM; Hard Drive
- ▶ Hard Drive with 5 MB free

### WHERE TO FIND PRINCE INTERACTIVE

- ▶ Published by Graphix Zone
- ▶ Phone ???-???-????
- ▶ Suggested Retail Price—\$???.??
- ▶ Average Street Price—\$???.??

## PRINCE INTERACTIVE IN BRIEF:



**PROS:** Top quality video and sound.

**CONS:** When I was done, I didn't feel I knew anything more about ♀ than I did when I started.

## PRINCE INTERACTIVE BREAKDOWN

Sound/Music ..... Exceptional  
Video/Graphics ... Outstanding  
Interface ..... Effective  
Replay Value ..... Occasional

—L.S.



# HEART: 20 Years of Rock and Roll

This disk is so ill-conceived, so unenjoyable and contains so many problems that I was shocked to find the designers used their real names in the credits. Everything about this disk screams "vanity publishing." My guess is that the two sisters who make up Heart pulled together the royalty checks from "Magic Man" in a last ditch attempt to make themselves feel like rock stars. Unfortunately, that money didn't go as far as they hoped—the best Heart could come up with was Bob Hamilton's Lifeworks Series.

Since the legions of Heart fans has dwindled over the years few people will be subjected to the hideous interface that guides you through 20 years of home movies from one of the most boring bands in the world. I was amazed at the lack of creativity that went into the design of the interface. The creators didn't even have the good sense to rip off someone more talented than themselves. The program is broken down into three parts: "The Show," "The Stage" and "Notes." Once you enter one of them, you can't jump to another without exiting back into Windows.

As you might expect, The Show is a multimedia extravaganza where you can see the Wilson sisters morph from children into adults. You are also taken through the Epic story of Heart's 20 year rise to the top (and subsequent fall into near obscurity). The Stage is basically the same stuff from The Show, except that you have more control to jump around to the more interesting parts of Hearts career—that is if you find any of this information intriguing. And of course Notes explains the architecture of the program. The Icons are straight out of the Windows WingDings font. The most bizarre aspect of the program is that your mouse,

## HEART 20 YEARS CD SPECS:

### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

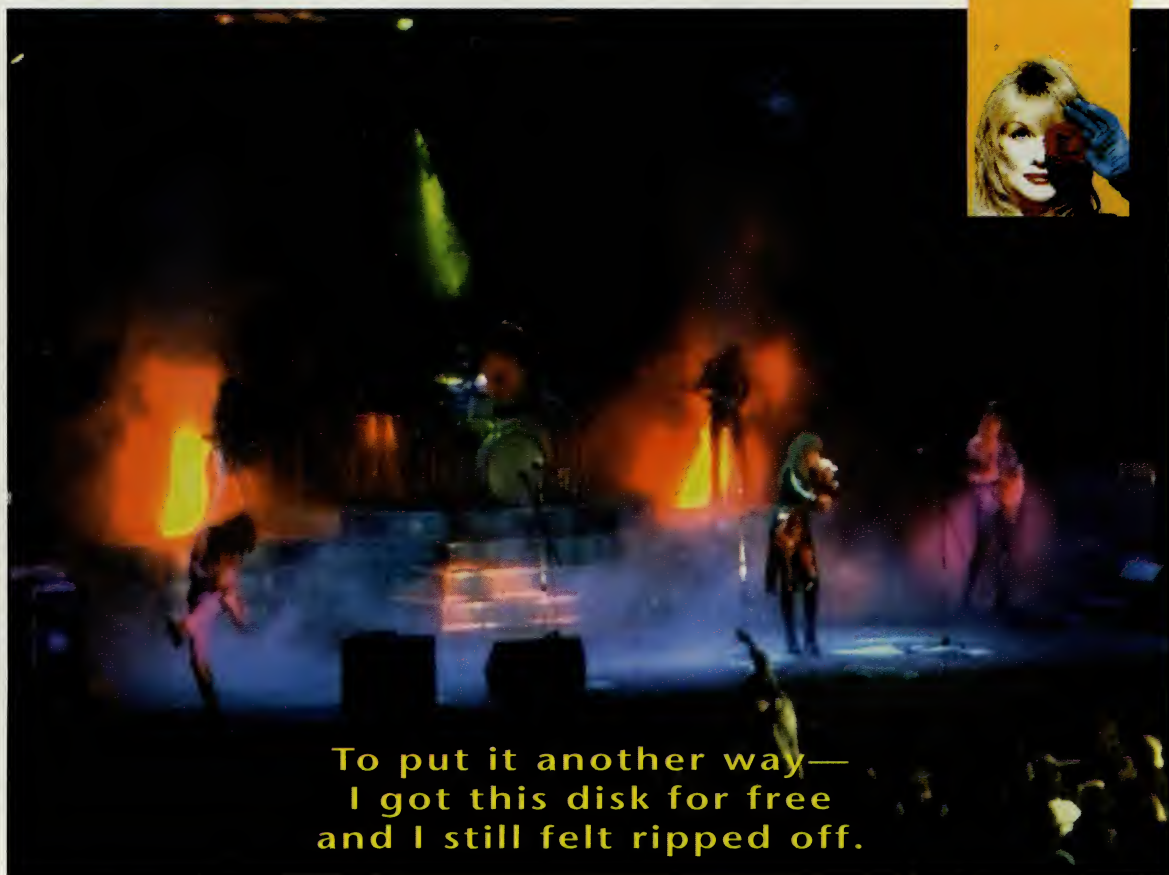
- ▶ 16 bit Sound Card
- ▶ 8 MB of RAM; 16 MB is recommended
- ▶ Microsoft Windows (3.1 or higher)
- ▶ CD-ROM Drive
- ▶ SVGA with 640x480 32K color driver

### WHERE TO FIND HEART 20 YEARS CD

- ▶ Published by New CD Music Show
- ▶ Average Street Price—\$55.95

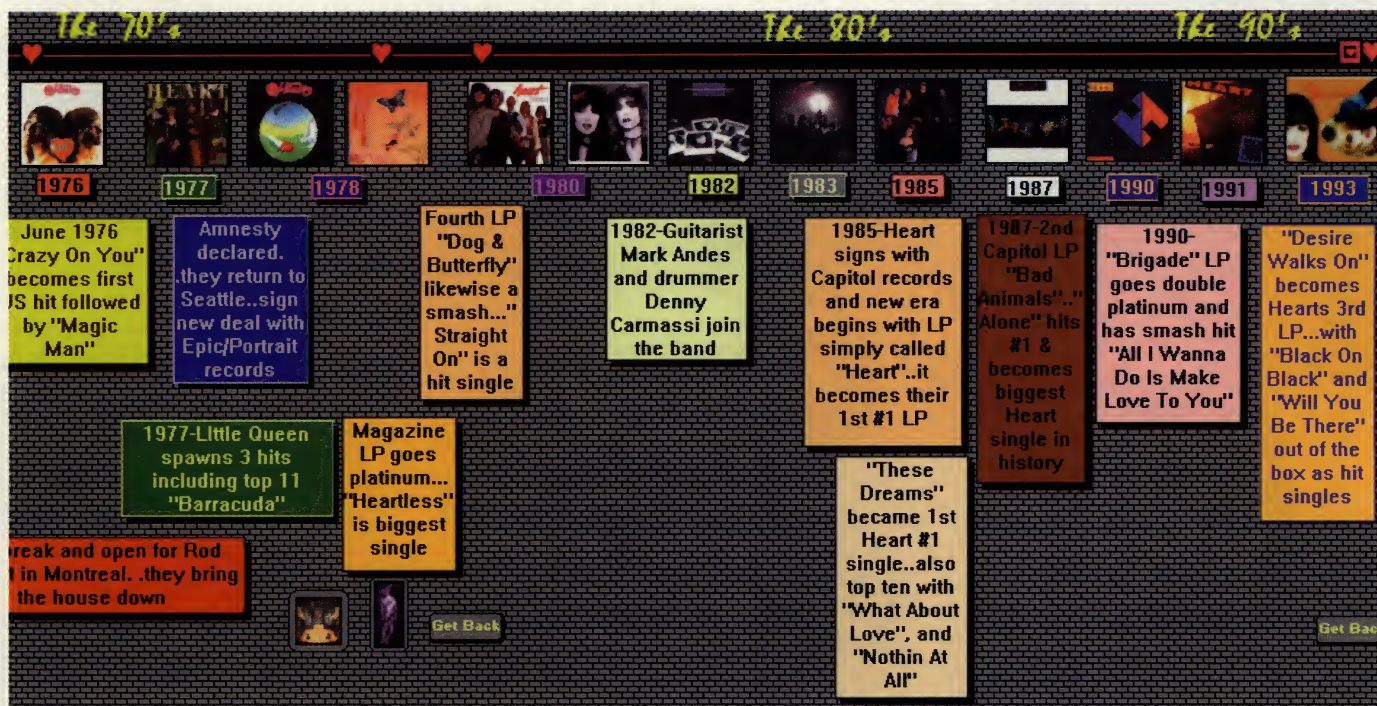
instead of controlling a pointer, moves a little box around the screen. All of this adds up to an interface that can only be described as goofy.

As for the information available on the disk, even diehard Heart fans are going to have a hard time staying interested. Do you really want to see an eight year old Nancy Wilson walking to school in the snow? How about the Wilson's mom



To put it another way—  
I got this disk for free  
and I still felt ripped off.



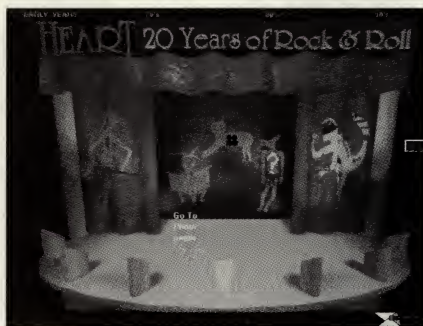
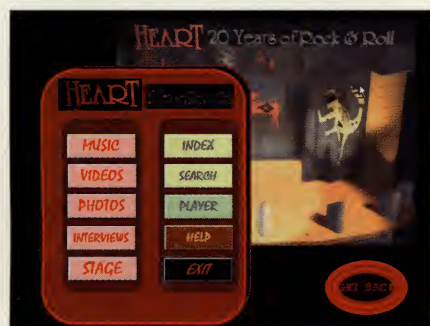


talking about when the girls got interested in music? Want to know what it's like growing up in Seattle—before grunge hit? I learned about all of the above and somehow my life still seems somewhat empty. To put it another way, I got this disk for free and still felt

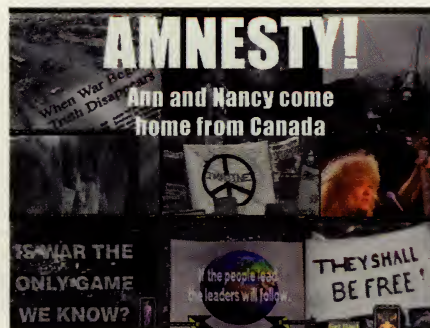
ripped off.

To be fair, if you are a Heart fan, I guess you would want to skip all the nonsense and go straight to the music video and live performance section. Or you could check out the one new song that is provided on the disk. Personally

I'd rather see a music video on a large, clear television screen, but I'm just funny that way. The best aspect of "Heart: 20 years of Rock and Roll" is that it's just the right size to make a great coaster. **CS**



**I was amazed at the lack of creativity that went into the design of the interface.**



### HEART 20 YEARS CD IN BRIEF:



**PROS:** Will soon be in the bargain bin of your local computer store. Makes a great gift for people you don't like.

**CONS:** Very few people remember Heart. Evil interface. Waste of valuable natural resources to produce. Gives back nothing in the form of entertainment.

### HEART 20 YEARS CD BREAKDOWN

Sound/Music ..... Average  
Video/Graphics ..... Dull  
Interface ..... Frustrating  
Replay Value ..... None

—F.S.K.



# Microsoft Cinemania '94

With over 19,000 movie reviews you are going to have a hard time finding a CD-ROM more jam-packed with film facts than Microsoft's Cinemania '94. Unfortunately the bulk of them are only reviewed by Leonard Maltin.

**For your information.** The sources Microsoft used were already published film guides. Leonard Maltin's Film and Video Guide contributes over 19,000 capsule reviews. Each of these reviews are about three or four sentences deep. Roger Ebert

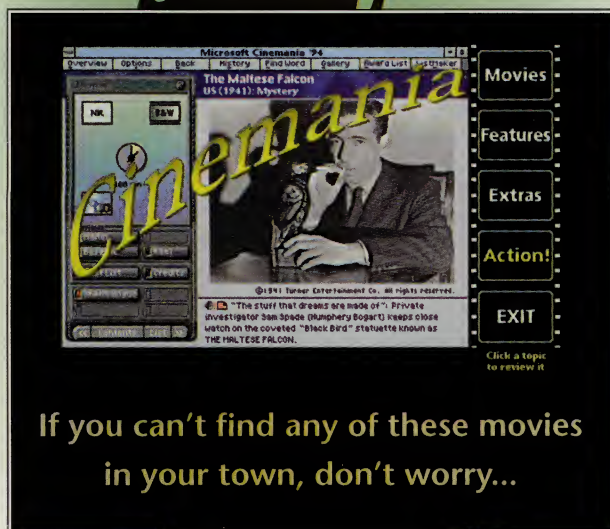
contributes over 1200 reviews from his book, Roger Ebert's Video Companion 1994. These are standard daily newspaper review length. A little more high-falutin' criticism comes from Pauline Kael, critic for the New Yorker for over two decades. Over 2,500 brief reviews are from her opus, 5,001 Nights at the Movies.

There are also a couple of film encyclopedias along with a dictio-

nary of film terms from How to Read a Film by James Monac which are all well written and very helpful. They come in pretty handy when reading the reviews. Any clarification you may need is just a mouse-click away. You can finally find out what exactly is a "best boy" or what "A.S.C." means in a film's credits.

The main body of Cinemania '94 is great. It is informative and easy to navigate. There are tons of hypertext links in every review. Hypertext links are Cinemania '94's strongest feature. You can jump around from an actor's name or from another film mentioned in the text. Using these links you can just keep surfing through the disk. Go from Pulp Fiction director Quentin Tarantino to Charlie Chaplin in five steps. A few steps more will take you to D.W. Griffith and the birth of cinema.

**Exploring Cinemania.** The search feature is also excellent. You can customize your searches—doing searches for only particular types of movies, by time frame, by per-



If you can't find any of these movies  
in your town, don't worry...

## CINEMANIA '94 SPECS:

### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC (386SX or higher)
- ▶ 2 MB of RAM
- ▶ 4 MB of free hard disk space
- ▶ CD-ROM drive
- ▶ Sound board
- ▶ VGA (for 16-color support)
- ▶ VGA+ (for full 256-color support)
- ▶ MS-DOS (3.1 or higher)
- ▶ Microsoft Windows (3.1 or higher)
- ▶ Mouse or compatible pointing device
- ▶ Headphones or speakers

### WHERE TO FIND CINEMANIA '94

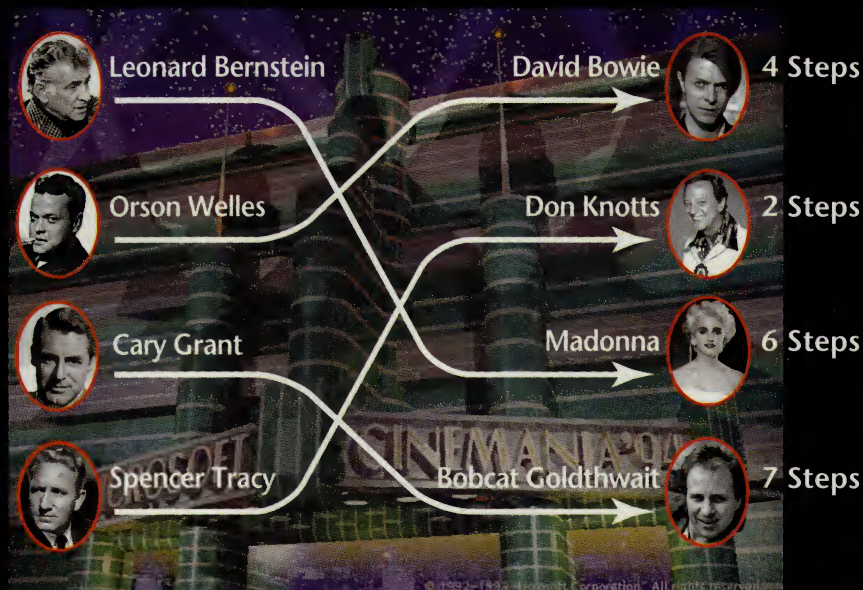
- ▶ Published by Microsoft
- ▶ Average Street Price—\$55.95



# CYBERSURFING CINEMANIA '94

Using the hypertext hot links in Cinemania articles, you can trace some exotic paths between performers.

Here are some of the connections we made—including the number of steps we took.



son or by critical reaction. So with minimal effort you can search for, say, four star Westerns made since 1970 or Academy Award winning comedies starring Jack Lemmon.

If you can't find any of these movies in your town, don't worry. There is a list of good video stores who do business by mail.

Other info includes video and laser disc availability, running time, rating and whether the film is black and white or color. Cinemania '94 also has full listings of Oscar winners and nominees.

In terms of CD-ROM multimedia—there are only twenty film clips. This is the biggest drawback of the disk. After going through all the other features you will definitely want to see motion pictures. There are, however, hundreds of still photos of films—along with music and dialogue clips.

**Who needs this?** Cinemania '94 is a good introduction to film-buffdom for anyone who is just getting into film or is only aware of recent cinema. Those who are already very knowledgeable will find great value in its complete filmographies and reasonably good biographies.

However, every movie listed in a filmography is not necessarily reviewed. Certain films have an abundance of information while others receive only two sentence descriptions.

The bulk of the movies included in Cinemania '94 are pretty mainstream. Your favorite cult films will probably be mentioned

here, but you may be disappointed with the attention that Microsoft's Cinemania '94 gives them. **CS**

## CINEMANIA '94 IN BRIEF:



**PROS:** Reliable movie reference CD-ROM. Great hypertext links throughout disk. Complete filmographies. Excellent research tool.

**CONS:** Scant video clips. Most reviews are only a couple of sentences long. In-depth reviews are too infrequent. No Ed Wood bio.

## CINEMANIA '94 BREAKDOWN

Scope ..... Comprehensive  
Interface ..... Effective  
Video/Graphics ..... Average  
Replay Value ..... Frequent  
Sound ..... Average

—K.W.

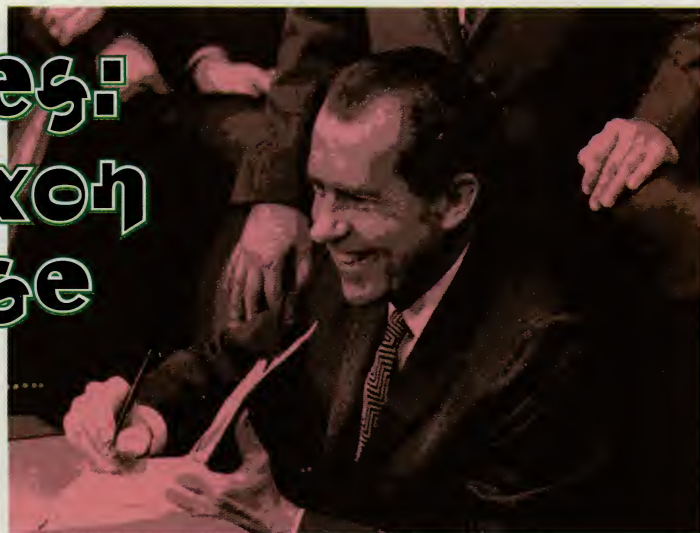
**Cinemania's Demo mode takes you to popular movies and actors.**



# the Haldeman Diaries: inside the Nixon White House

"After the election we will have awesome power with no discipline, that is there won't be another election coming up to discipline us"

Richard Nixon as quoted by Bob Halderman



"For anyone interested in modern American politics, H.R. Haldeman diaries...is a priceless document...better than the best political novel," writes Nixon biographer Stephen Ambrose in the introduction to *The Haldeman Diaries: Inside the Nixon White House*, which was published as a CD-ROM as well as a book.

H.R. "Bob" Haldeman was White House Chief of Staff under Richard Nixon from 1969 until he was forced to resign in May of 1973. During this entire time he would go

home and narrate his diary into a tape recorder. The result is a first hand account of some of the most trying times in our nation's history—from the escalation of the Vietnam War, and its accompanying protests, to Watergate and the ensuing Constitutional crisis.

Haldeman was one of Nixon's closest and most loyal advisers. In fact, he ended up spending eight years in prison for his role in the Watergate cover-up, while Nixon's only punishment is his infamous place

in Presidential history. It is an intimate account that reveals Richard Milhouse Nixon as one of our century's most fascinating and tragic figures. All of his achievements in establishing relations with China are ultimately overshadowed by the side of him which, according to journalist Hunter Thompson, "taps into the ugly and vicious side of the American character."

A theme running throughout the diary is Nixon's politics of vengeance. After winning the 1972 election, instead of basking in his victory Nixon



## GETTING INSIDE THE NIXON WHITE HOUSE

### 1 - MOVIE CAMERA

Clips were filmed by Haldeman while he was Chief of Staff

### 2 - PHOTO ALBUM

Scrapbooks and White House Archives

### 3 - APPOINTMENT BOOK

Diary entries and presidential schedules

### 4 - DIARY

Diary entries by date  
Hypertext links on people's names take you to biographies

### 5 - NOTEBOOKS

Click here for Table of Contents window with the different sections of the diary

### 6 - MAGNIFYING GLASS

Click here to search for all Diary entries containing a name, location or topic

### 7 - BIOGRAPHY FOLDERS

Click for a list of names taking you to a brief biography with text and visual references

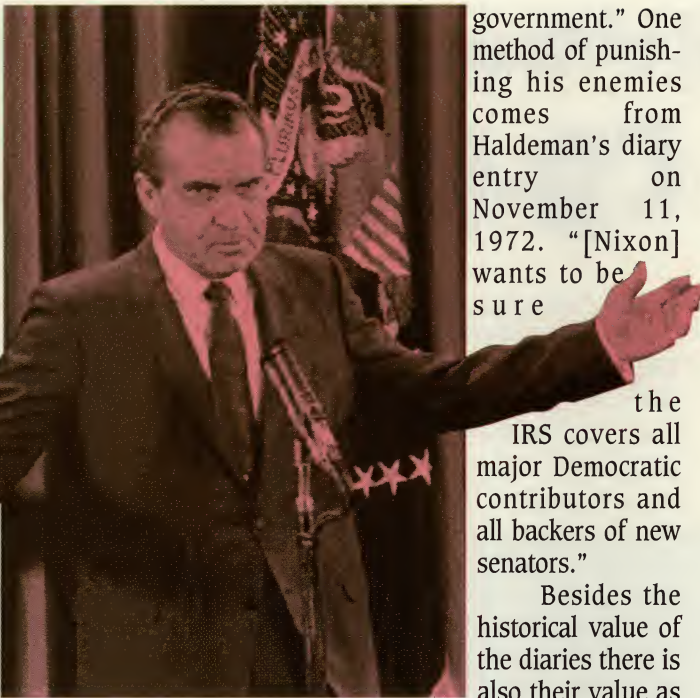




sets out "to punish our enemies." On November 8, 1972, the day after Nixon won a landslide victory, Haldeman's diary notes that the President "wanted to make sure that we started pissing on the Party

before they started pissing on us." For Nixon the phrase "our enemies" could refer to either North Vietnam or the Washington Post.

Sometimes he was more explicit defining his enemies as "youth, black, Jew" or "blacks, unions, Democratic



government." One method of punishing his enemies comes from Haldeman's diary entry on November 11, 1972. "[Nixon] wants to be sure

the IRS covers all major Democratic contributors and all backers of new senators."

Besides the historical value of the diaries there is also their value as theater. We get to follow all the plots, feuds and ambitions in the White House. Believe me, the maneuvering between Kissinger and Nixon outdoes anything on Melrose Place.

This is not a complete history of the times, but it is an excellent way of gaining deeper understanding of the events and The Diary style has its drawbacks. Like any diary it has its boring parts.

There is no overview for anyone new to these events. You need to have some understanding of the chronology of the events so you will know which dates have the really juicy parts. Also, we do not get the events after Haldeman resigned—the weeks leading up to Nixon's resignation.

The Haldeman Diaries is one of the best CD-ROMs we


## HALDEMAN DIARIES SPECS:

### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC (386SX or higher)
- ▶ 4 MB of RAM
- ▶ Microsoft Windows (3.1 or higher)
- ▶ CD-ROM Drive
- ▶ 256 Color Display
- ▶ Sound Card
- ▶ Mouse or compatible pointing device

### WHERE TO FIND HALDEMAN DIARIES

- ▶ Published by SONY Imagesoft
- ▶ Average Street Price—\$55.95

have come across. Aside from the text of four and half years of Haldeman's journal, there are tons of home movies and photos, a calendar of all of Nixon's appointments and audio clips of Haldeman recording the diaries. The navigation system is inventive and easy to use. 

## HALDEMAN DIARIES IN BRIEF:



**PROS:** It's just amazing that a document like this exists. Nixon up close and viscious.

**CONS:** Diaries have boring stretches. To get the most out of this, you need to know the chronology and how to read between the lines. Ends before Nixon resigns.

## HALDEMAN DIARIES BREAKDOWN

Scope ..... Definitive  
Video/Graphics ..... Average  
Interface ..... Effective  
Replay Value ..... Occasional  
Sound ..... Average

—K.W.





# Medio Multimedia's VIETNAM CD-ROM

The era of the Vietnam War was one of the most turbulent and bitter periods in our nation's history. It has been more than twenty years now since the US pulled out of Vietnam, but its echoes are still heard today. From questions over President Clinton's or Dan Quayle's activities during that time to the Pentagon's control over the media in the war with Iraq—Vietnam continues to haunt American politics. Despite this influence I would wager that most people, particularly those who came of age afterwards, would have trouble stating why we were there. For anyone interested in learning more about that period there is now an excellent CD-ROM on the subject.

**Good morning, Viet-ROM.** Medio Multimedia's Vietnam is an impressive chronicle of the Vietnam War. It has a complete three hundred page book on the Vietnam War, hundreds of photographs, eyewitness accounts and

video footage—both of the war and the domestic reaction to it. There are also excerpts of government documents, both American and Vietnamese. There are video interviews with people whose lives were changed by Vietnam, sol-



diers, protesters, journalists and even the former head of the CIA.

This disk approaches the Vietnam War from many viewpoints, so the viewers can better make up their own minds. It is an objective account that presents American views of the war—both

for and against—along with a look at the war from the Vietnamese perspective.

Medio has gone to great lengths to achieve an objective history of the war. There are multiple footnotes justifying every assertion the disk makes. Each reference from the index cites the source the information came from and often uses multiple sources. They also include an extensive bibliography for anyone interested in further study.

**Sonic immersion.** Medio Multimedia's Vietnam is also very

innovative in its use of sound. Throughout the disk there are always sound clips playing. So, while you are reading about the My Lai massacre or looking at a photo of a wounded soldier, you may hear a helicopter fly by or hear the shouts of soldiers in combat. The result is an immersion in the world you are investigating. There are constant reminders of what the times were like—from the chants of war protest-

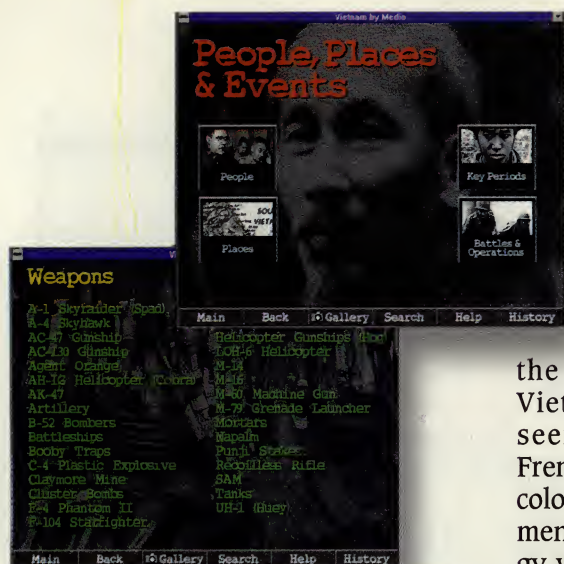
ers to the speeches of politicians. As you navigate the disk you will find the people whose voices you heard or find the video clip that goes along with the audio.

The disk gives a historical longview of Vietnam. In explaining Vietnamese attitudes toward the

**Throughout the disk there are always sound clips playing. You may hear a helicopter fly by or hear the shouts of soldiers in combat.**







war, we are told how the average Vietnamese saw the war as a fight for independence. The Communist ideology of Ho Chi Minh, the leader of North Vietnam, did not matter as much as the fact that he fought against the French (who had colonized Vietnam). The Americans were seen as merely replacing the French, that is to say, establishing colonies. To the American government, however, Communist ideology was everything. This was, after all, the height of the Cold War. A battle of blame was waged over "who lost China" (allowed it to become Communist) and policy makers feared "the domino effect"—the idea that once one Asian country went Communist all the others would fall one by one. There is one clip of President Eisenhower telling Congress that a French victory in Vietnam is vital to the US's security.

#### The waiting game.

Negatives about the disk include a lengthy click-and-wait time when you try to use the hypertext. The video crashes if you try to scroll through any text while the clip is playing. The "Overview" section of the disk doesn't work well.

The negatives, though, are far outweighed by great features on the disk. In addition to those listed above there is a time line of Vietnamese history going back to the 1800's, a moving piece on the Vietnam War Memorial and profiles of instrumental figures of the time. The index is really helpful because you come across so many unfamiliar names of people, places or battles. You are bound to find a lot stuff you never knew. Some things that surprised me were that the first Vietnam War Protests happened in France in the early 1950's. I learned that Ho Chi Minh, when he wrote the

### MEDIO'S VIETNAM SPECS:

#### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC (33 MHz 386SX min.)
- ▶ Microsoft Windows (3.1 or higher)
- ▶ 4 MB of RAM; Hard Drive
- ▶ CD-ROM Drive; Sound Card.
- ▶ SVGA (for 256 colors)

#### WHERE TO FIND MEDIO'S VIETNAM CD

- ▶ Published by Medio Multimedia
- ▶ Average Street Price—\$29.95

Declaration of Independence of the Democratic Republic of Vietnam, took direct quotes from the US's Declaration of Independence. He also found inspiration from the French Revolution. Ho Chi Minh also lived for a year in Brooklyn, New York.

Overall Medio Multimedia's Vietnam is solid, well-done history of the Vietnam War. This CD-ROM is an excellent resource for anyone who wants to learn about the Vietnam War. CS

### MEDIO'S VIETNAM IN BRIEF:



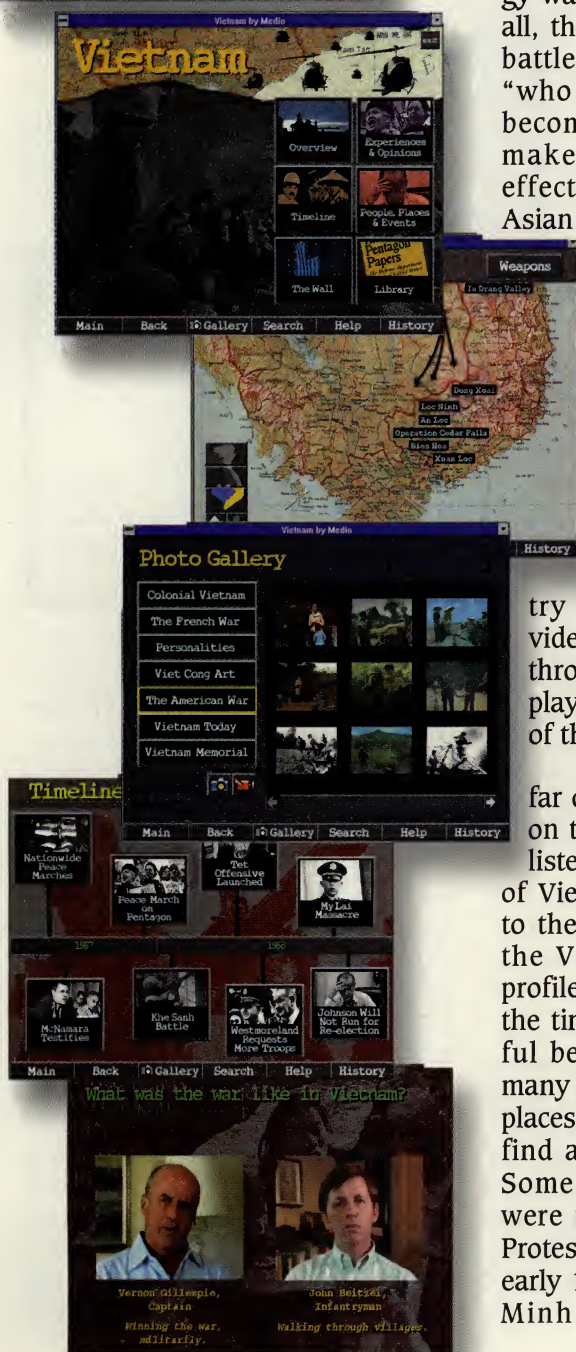
**PROS:** Excellent introductory history of the Vietnam War. Thoughtful and well made.

**CONS:** Their section with the overview of the war never succeeds in answering its own questions.

### MEDIO'S VIETNAM BREAKDOWN

Scope ..... Comprehensive  
Interface ..... Effective  
Replay Value ..... Occasional  
Video/Graphics ..... Average  
Sound/Music ..... Exceptional

—K.W.





# GETTYSBURG: The Multimedia Battle Simulation

Gettysburg is a little of everything. It's one part game, one part historical information and one part movie tie-in. This all adds up to very little in the way of entertainment. Not one of the aspects of this disk are fleshed out enough to make any part interesting. This program is being sold as a strategy game. Unfortunately, controlling the outcome of the battle of Gettysburg isn't very interesting. Maybe it could be interesting—but not in this format.

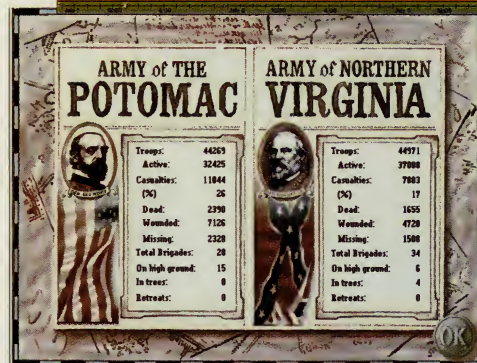
**4 score and 7 years from now.** Gettysburg is as slow as it is simple. You only get one point of view for the entire game. The battlefield is viewed from above. You get to control the action by moving symbols representing different troops. When the North and the South meet, they fight, which is represented by red circles surrounding the troops. Gettysburg has four different speed settings. Even when the game is put on its fastest setting, it takes a long time for the

troops to move from one place to another. When the troops finally get together, nothing really happens. The computer makes some noise, that I guess is supposed to represent the sounds of battle.

The most frustrating aspect of the game lies in its lack of interactivity. The player is given very little control over the action. All you really get to do is point the troops in a certain direction, then wait until they meet. You also get to control a number of cannons which aren't easy to aim and don't seem to have any real impact on the battle.

**Message in a battle.** On the positive side, you do get to see reports on the troops at any point in the game. These reports are based on the entire army and offer such information as casualty, general health and strength. The game also provides field notes that are a journal of the events of the battle.

What you do get to control is what side you are on. You can play the whole game as either the North or the South, or you can switch from one to the other during the game. You can also



set the game to re-enact the battle of Gettysburg, then change troops' movements to see if it would alter the outcome. These options aren't as interesting as they might sound, since you can't change the basic components of the game. You can't, for example, change the amount of troops that enter into the battle. Questions such as, what would happen if one of the Union army's battalion never arrived, will have to wait for a more intelligently designed game.

The only real lesson in strategy that I was able to discern is that if you attack with more men than the other guy, you usually win. The game, like the battle, is sided in favor of the North. You can win if you play as the South. By the second battle you can figure out







The historical information provided with the game is about as comprehensive as a typical fourth grade book report.

how. All you have to do is sneak around, then go for a mass attack against the other side when they spread out. It's really not challenging. If the real battle had been like this game, neither side would have won. They both would still be hiding and waiting for the right moment to attack.

The historical information provided with the game is about as comprehensive as a typical fourth grade book report. You can hear a brief narration from Civil War authority Shelby Foote while seeing clips from the movie. This is

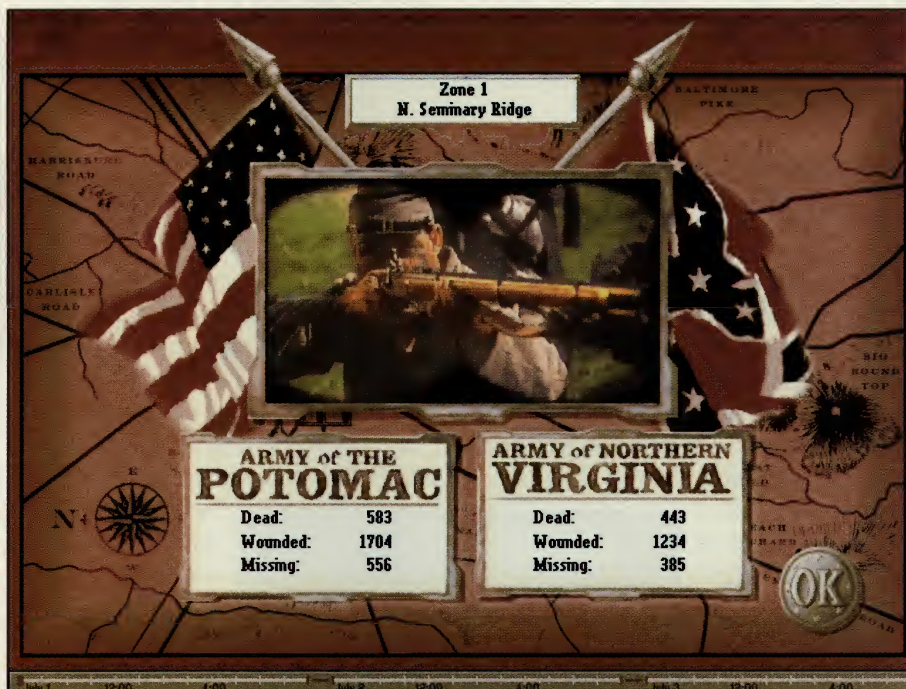
### GETTYSBURG CD SPECS:

#### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC (386SX or higher)
- ▶ 4 MB of RAM
- ▶ Microsoft Windows (3.1 or higher)
- ▶ CD-ROM Drive; Hard Drive
- ▶ SVGA Graphics Card
- ▶ Windows-compatible Sound Card
- ▶ Mouse or compatible pointing device

#### WHERE TO FIND GETTYSBURG CD

- ▶ Published by Turner Interactive
- ▶ Average Street Price—\$54.95



the one interesting part of the program. The problem is that it has very little to do with your interaction with the game. At the end of each day the player is told what had transpired in the actual battle. Lincoln's Gettysburg Address is provided in both text and narration.

**Multi-mediocre.** Unfortunately, like much of what is sold today, this disk is mediocre. I can only wonder: do the people responsible for such programs actually play games in their spare time or are they even aware that better games exist? You can't swing a dead cat over your head without hitting some upstart company trying to catch the "new" consumer interest in computer software. What this amounts to is the quantity of games is increasing, but not the quality.

Games like Gettysburg are eventually going hurt the computer entertainment industry. Games such as this one—being completely devoid of quality and lacking even the attempt for originality—drive customers away. They make the home computer nothing more than a really expensive word processor.

Overall, this game will simply

bore the user. A game of this type should highlight the achievements and drama of it's participants, not trivialize the events that formed our history. If you have any interest in the Civil War, read a book and avoid this disk at all cost. **CS**

### GETTYSBURG CD IN BRIEF:



**PROS:** Rules of play are simple to learn. Contains Lincoln's Gettysburg Address.

**CONS:** Boring. Slow. Not very challenging. The simulation is terrible.

### GETTYSBURG CD BREAKDOWN

Replay Value ..... None  
 Video/Graphics ..... Average  
 Sound/Music ..... Average  
 Difficulty ..... Easy  
 Plot ..... Decent  
 Interface ..... Frustrating

—F.S.k.



# Sports Illustrated 1994 Multimedia Sports Almanac

Hey sportsfans, would you like to have a season's worth of stats and highlight clips at your fingertips? Well, now you can with the Sports Illustrated 1994 Multimedia Sports Almanac. The 1994 in the title is a little confusing because sports like basketball and hockey last over two calendar years. The actual issues covered are from November 1992 to November 1993. The 1995 version will contain the 1994 seasons.

## Sports Digitized.

The almanac contains a full year's worth of Sports Illustrated articles, but not all of the pictures that accompanied these articles. As you would expect the Almanac has the same bias

that the magazine does. For instance the opening six paths deal with baseball, college and pro football, college and pro basketball and the last path is reserved for all other sports combined.

There is a year in review section which has a video and an essay feature. The sports paths also have a video for the year in that particular sport. The videos are well produced and well edited, but if you are interested in sports in the first place, you have probably

seen most of this on television.

**No losers, please.** The videos also tend to gloss over the regular season, and the playoffs show only a highlight reel. When the championships arrive,

## SPORTS ILLUSTRATED SPECS:

### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC (33 MHz 386SX min.)
- ▶ Microsoft Windows (3.1 or higher)
- ▶ DOS 5.0 or higher
- ▶ 4 MB of RAM
- ▶ Hard Drive with 4 MB free
- ▶ MPC compatible CD-ROM Drive with at least a 150 KB transfer rate
- ▶ Sound Blaster compatible Sound Card
- ▶ SVGA (for 256 colors)
- ▶ Mouse or compatible pointing device

### WHERE TO FIND SPORTS ILLUSTRATED

- ▶ Published by StarPress Multimedia
- ▶ Average Street Price—\$55.95



the videos become more comprehensive adding narration—including interviews with players and SI's staff. This emphasis on the playoffs is kind of sucky because if your favorite team did not make the finals, then you do not get any footage of them. You can also watch your favorite clip in slow motion. Even though the videos are





The Sports Illustrated  
Multimedia Sports Almanac  
has all of 1993's highlights  
in photos and video,  
although it sticks to  
championship teams  
and highlight footage.

well done, it is still like watching television.

Another feature allows you to find the stats of any team or any player. You can search for your favorite player, find out how they did that year and even search for every time they were mentioned that year in the magazine. This is definitely a good feature for sports enthusiasts. There is also a sports trivia quiz that's as entertaining as any sports quiz.

The navigation is a little clunky.



NHL Playoffs. King's Alexei Zhitnik vs Canucks Tim Hunter #26 and Pavel Bure #10. /David E. Klutho

Lots of times you get into places without a logical next step. You have to keep retracing your steps, which is a pain. This is further complicated by a poorly designed menu. The icons are not self explanatory. So you either have to spend some time exploring them or checking in the booklet.

**CD-ROM of Champions.** The best thing to recommend about the Sports

Illustrated 1994 Multimedia Sports Almanac is that it covers the last year of Michael Jordan's career. After the year in review video for pro basketball, showing the Bulls winning their third straight NBA championship, there is a career tribute to Jordan. These clips include Jordan explaining why he walked away and several of his most spectacular plays. **CS**



#### SPORTS ILLUSTRATED IN BRIEF:



**PROS:** A nearly complete CD-ROM version of the magazines you read in 1993. Michael Jordan.

**CONS:** Let's hope that your favorite players and teams had a good year—or you won't see much of them on this CD.

#### SPORTS ILLUSTRATED BREAKDOWN

Replay Value ..... Occasional  
Video/Graphics ..... Average  
Interface ..... Manageable  
Scope ..... Comprehensive

—K.W.



# MYST

You enter the game of *Myst* as a lone traveler happening upon an abandoned Island. It is green and lush. A sunken ship. A huge crank which does not turn. An empty library full of mostly burned books. A space-ship precariously perched with a broken door. Ask yourself—what is this place? Why are you there? What do these things mean? Although there are visible switches to turn, buttons to push and levers to lift, at first nothing seems to work. Then you discover a clue on the ground, lying carelessly at the side of the path you walk along. It is a message of warning from an unseen character named Altrus written to his wife Catherine, boding imminent danger. He has left a more complete message in the fore-chamber near the dock. All that needs to be done is to enter the number of marker switches on the island into the imager underground. Thus, your first task is set.

As you walk around the island counting marker switches, you begin to realize that the Island of *Myst* is entirely, itself, a machine. It is not completely clear at first glance how the island works (or used to work), but every piece of equipment—every boat, ship, book and picture—

seems to be connected to the whole island. All play an essential function in solving the game.

The scenery is beautiful—lush green trees, blue sky and blue sea. Birds chirp happily and butterflies flicker across the path, but there is a silence on *Myst*, which, when combined with the warnings of the Altrus and the lack of people on the island, can be unsettling.

Browsing through the books in the library, you will begin to uncover the history of Altrus and his two sons, and realize something is amiss, very amiss. His sons, trapped in two of the library books, are vying for your trust so that you will free them. No other characters live on the island to help you decide which brother is responsible for the disappearance of the father. You are

truly on your own, and in a place as isolating as *Myst*, you don't easily forget it. As you forge on through the process of uncovering the worlds which exist below and beyond the Island of *Myst*, an eerie feeling will settle in. Don't be surprised, as you climb down through the stone tunnel staircases into the depths below, if you start glancing over your shoulder, shivering from the cold, and feeling a little claustrophobic.

The brothers are trapped and you are now in the process of helping them escape. Learning what has happened between the two sons becomes the overall

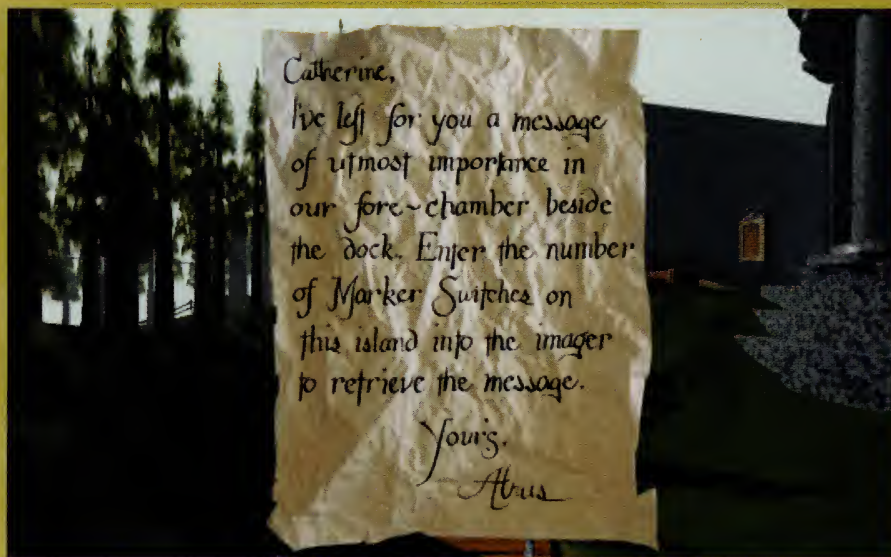
quest of the game. One son, Sirrus, greedy but well-spoken, seems to have a taste for gold; wine and power. The other son, Achinar, speaks in a crazed

tongue and decorates his rooms mostly with torture paraphernalia and blood. Retrieving pages from the different worlds you travel to will assist one of the brothers in becoming completely free.

I found *Myst* to be an exceptional game. It moves away from the norm in both its incredible graphics and its unique, logical complexity. Playing *Myst* is similar

to getting lost in a fantasy novel. A lot of reading is required at the beginning, but the rewards of having jotted down notes from the library in *Myst* are totally worth it when you get stuck in the other worlds of Channelwood, Aspermere, The Rocks and Everdunes.

The game is





very heady. You must figure out entirely on your own how all of the mechanisms work in each world. It is also a little creepy, because the visuals are so realistic that you are sure somebody is going to jump out and axe-murder you when you descend into the dark tunnel which goes beneath the mountain.

The realism of the sounds in *Myst* is just as convincing as the visuals. As in every great Hitchcock film, the lack of sound in *Myst* is just as important a clue as the sounds heard along the way. Don't make the mistake of playing *Myst* with no sound, because you will get stuck quickly. As you open the doors, pick up various items, turn dials and push buttons, you will begin to notice that the sounds which accompany those actions may provide you with the clues you need. If music is playing, the tone of the music may reveal something about the place in which it plays. If the music stops, perhaps you need to listen to specific sounds to discover their hidden meanings.

Puzzles in *Myst* are not easily solved. To open doors, reach levers, climb trees, etc., you may need to find information which resides somewhere else in the game. Collectively, all of the puzzles give access to the keys which will allow you to solve the final puzzle. Unlike many other CD-ROM games, *Myst*'s puzzles are not usually solved through trial



### Not just a pretty room—in *Myst* everything is a puzzle waiting to be solved.

and error, but through a logical solution which must be figured out in your head. The methodology of solving puzzles in *Myst* has both a positive and a negative side. It is good, because you are forced to explore everything, and are rewarded for paying attention to detail. It is not so great, however, because you are forced to be very patient and must try a number of solutions before gratification.

One thing I found helpful was to save a game in the library on the Island of *Myst*. Then, when I got stuck in other worlds trying to figure out a puzzle, I could load the library game temporarily to look up info in one of the books, reload my game and proceed to solve the puzzle.

Unlike other popular CD-ROM games, you have to take your own notes with a real pen and paper in *Myst*. It would have been nice to have had a *Myst* notebook as a part of the game, which took important notes for you, like in *Return to Zork*. Other drawbacks of *Myst* include: (1) you cannot pick up or examine interesting looking items you come across, other than pages; (2) when you save a game, it doesn't restore you in exactly the place where you left off; (3) there is very little structure provided to how you go about

navigating through the worlds of *Myst*. I found this last aspect a little frustrating especially when I had no way to get information from Aspermere before I could return to *Myst* from Everdunes.

Despite the few drawbacks, *Myst* is probably my favorite CD-ROM game thus far. It is in a class of its own. A+ all around. CS

#### MYST IN BRIEF:



**PROS:** Excellent graphics. You have a total immersion in the *Myst* world. Compelling, non-violent fantasy game.

**CONS:** Player must have patience and curiosity.

#### MYST BREAKDOWN

Plot ..... Involving  
 Replay Value ..... Occasional  
 Video/Graphics .. Mind-blowing  
 Sound/Music ..... Exceptional  
 Difficulty ..... Challenging  
 Interface ..... Seamless

—L.S.

#### MYST SPECS:

##### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC (386DX 33 MHz min.)
- ▶ 4 MB of RAM; CD-ROM Drive
- ▶ Windows 3.1 or higher
- ▶ SVGA (640x480 with 256 Colors)
- ▶ Sound Card; Mouse

##### WHERE TO FIND MYST

- ▶ Published by Brøderbund
- ▶ Average Street Price—\$59.95



# Return to ZORK



Could be called Zork from Ork, or perhaps Twin Peaks. The characters are right out of a TV movie. They range from corny, to sometimes dangerous, to helpful, that is, if you ask the right questions. Starting off, a gamer is not quite sure what he/she is doing in the land of Zork, having been transported by a crystal-ball-looking "orb" through a mailbox. There is obviously a mission, but the player will have little idea of what that mission is about until at least half-way through the game (which could be weeks, considering the complexity of the game).

I'd liken Return to Zork to a Sierra Game, in the sense that you walk around, pick up objects, talk to people and combine objects

together to perform functions which open up new screens. You can also die pretty much anywhere, anytime.

What seems to be essential in



this game is how you go about your business—i.e., how you combine objects, how you talk to people, how you hold the diseased mice you picked up for no-good

reason except that you could (hint, hint), etc. And sometimes, the how part of what to do with the objects you find is not easy to figure out.

For example, in order to obtain a wire for picking a lock at a hardware shop, one must first convince a mistrusting character to offer you his box of bras. The only way to get him to make that offer is to speak to him in a friendly, apologetic manner, when you don't even know that he has a box of bras. Then, you have to be smart enough to take the box of bras down to the incinerator, throw it over

the incinerator wall (unlike the obvious thing to do which is place the box inside of the incinerator drawer which opens easily enough, but doesn't allow you to put anything in there!) and then turn on the incinerator.

After turning off the incinerator, it is simple enough to open the drawer, notice the wire is hot (so you pour some water on it) and pick it up to proceed to the next screen, where you can now pick the lock. But the process of how you get the wire from the start is not clear—even though you may have figured out what should happen.

Another key factor in winning the game is sequence. You must be very careful from the beginning to do everything you possibly can in a place, since it's not

**One plus that I can give the game is that it definitely has character.**





## TIPS AND TRICKS

20. Alexis will scare the Orc guard.
19. helps recreate the Flying Disc of Frobozz.
18. There is a poem in the file cabinet which house, involving vultures and the magnet.
17. There is a way to get back to the light-magnet from Canuk.
16. Get a disc piece, a rusty metal thing and a magnet from Canuk.
15. Milk cures blindness.
14. Fairy dust makes Vultures drowsy.
13. Dwarven leaders, and the bats.
12. The skeleton leaves directions. So do the someone you need to see.
11. Ben needs a picture, it reminds him of someone you need to see.
10. You need warm hands to milk the cow, including Alexis.
9. Some places in this game are impossible, what you're doing.
8. Don't sleep in the hotel unless you know Store.
7. Fugney's gift may get you into the General.
6. Only one item can withstand the incinerator.
5. Don't trust the Blacksmith completely.
4. his keys, first.
3. Drink Boos onto the floor (literally) but get
2. Give something to the Wait which he'll like.
1. Gift Shop.
- There are three items you can get from the
3. The mice are better left untouched.
- something in your inventory.
2. You can make the schoolhouse bell ring with of the ground, there is a better way.
1. Don't get the bonding plant by fearing it out

## RETURN TO ZORK IN BRIEF:



**PROS:** Solid graphics. Original story and characters.

**CONS:** Complex. Doesn't give you the feeling that life won't be the same if you don't finish it.

## RETURN TO ZORK BREAKDOWN

Plot ..... Decent

Replay Value ..... Occasional

Video/Graphics ... Outstanding

Sound/Music ..... Average

Difficulty ..... Impossible

—L.S.

## The civilians are funny, goofy, scary and stupid.


always easy to get back to where you've come from. You are also likely at some point to use your inventory items in an "unethical" way (which results in all of your possessions being taken from you by "The Guardian") and basically can prevent you from winning the game. In fact, there is a mistake I made in the very first scene which prevented me from getting into another place later on. This was after I had played at least half of the game. By that time, I had overwritten most of my old "Saves" and had to start from scratch.

One plus I can give the game is that it definitely has character. Infocom has made an effort to provide us with real actors and

actresses, which I prefer to programmers acting the parts (which I felt was one draw-back in "Myst"). The Zork civilians are funny, goofy, scary, stupid, intoxicated, sexy, etc., and they play their parts well. That makes the game feel like being inside of a movie, and you get to play a part.

Another plus of the game is that it has moments of excellent 3-D graphic sequences. Whether we are floating down the river on a raft, or climbing down a ladder to the basement of Boo's house, or riding on a cart in the Dwarven Mines, the graphics provide a feeling of "virtuality."

The game is more complex than it is easy, which, overall, is what any game player would want. But unless I am incredibly stupid, it can be frustrating to the point where you may give up the desire to finish it—and if you don't finish it, then you will miss some of the better dramatic scenes towards the end (including the visit to the sorcerer Canuk's shack).

Overall, Return to Zork gets a B+ for originality, graphics, characters, plot and landscape. But it gets a B- for actual play, since it is too complex and it gets a C+ for "finish-motivation," because it doesn't give you that feeling of "life won't be the same, if you don't complete the game." 

### RETURN TO ZORK SPECS:

#### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ 386SX 25MHz or higher
- ▶ 4 MB of RAM; 600 K free
- ▶ DOS 5.0 or higher
- ▶ VGA Video required
- ▶ CD-ROM Drive
- ▶ Disc caching software recommended
- ▶ Sound Card

#### WHERE TO FIND RETURN TO ZORK

- ▶ Published by Infocom
- ▶ Average Street Price—\$47.95



# UNDER a KILLING MOON: Worth its Wait?

What cost over 2.5 million dollars, took two years to make, comes on 4 CD-ROMs and stars the voice of James Earl Jones? Access Software's eagerly awaited, much-hyped, interactive movie *Under a Killing Moon*. A revolutionary product in many ways, UAKM pushes the envelope for an entire genre of products. It could easily be a candidate for "CD-ROM of the year," with its strong graphics, seamless interface and sheer magnitude.

Unfortunately UAKM never lives up to its hype, size or potential due to a weak plot.

**Moon mission.** In UAKM you're Tex Murphy, a loser P.I. who first starred in the adventure games, *Mean Streets* and *Martian Memorandum*. The inspiration for Tex Murphy comes from Sam Spade of the *Maltese Falcon* and Inspector Clouseau of the *Pink Panther*. In theory this combination could result in an interesting character—in theory.

Tex is played on screen by Chris Jones, who also happens to be the director and co-designer of UAKM (what a coincidence). You, of course, get to act as Tex Murphy for a good portion of the interactive movie, but Tex takes over for the crucial decisions to keep the story moving.

Like most games for PCs UAKM takes place in, you guessed it, the 21st century. In 2042 there are two types of people: norms and mutants. "Norms" have escaped the radiation caused by WW III, while "mutants" have been horribly deformed. Tex lives in the section of "Old San Francisco" inhabited by mutants. Your mutant neighbors act as your eyes and ears on the streets for most of the story. They become of little value toward the end.

At first the objective of the story is to retrieve a religious artifact with supernatural powers—at least that's what we are led to believe. All of a sudden you are trying to stop a



So last night, after fifteen years, the Colonel walks into my office. He made me take a good, hard look at myself. Maybe I have hit bottom and maybe I do look like hell. Lord knows, the only exercise I've had lately is tipping the bottle and flipping cards into my hat.



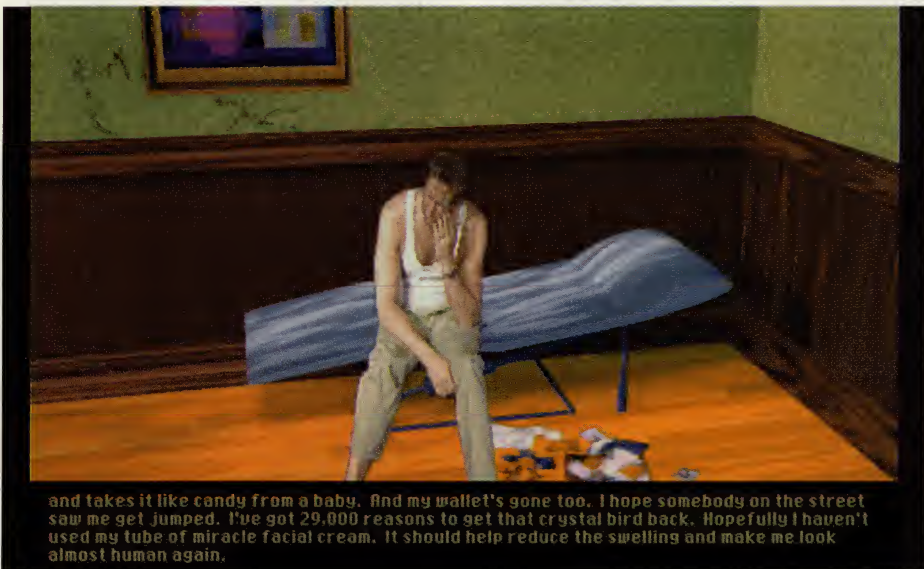
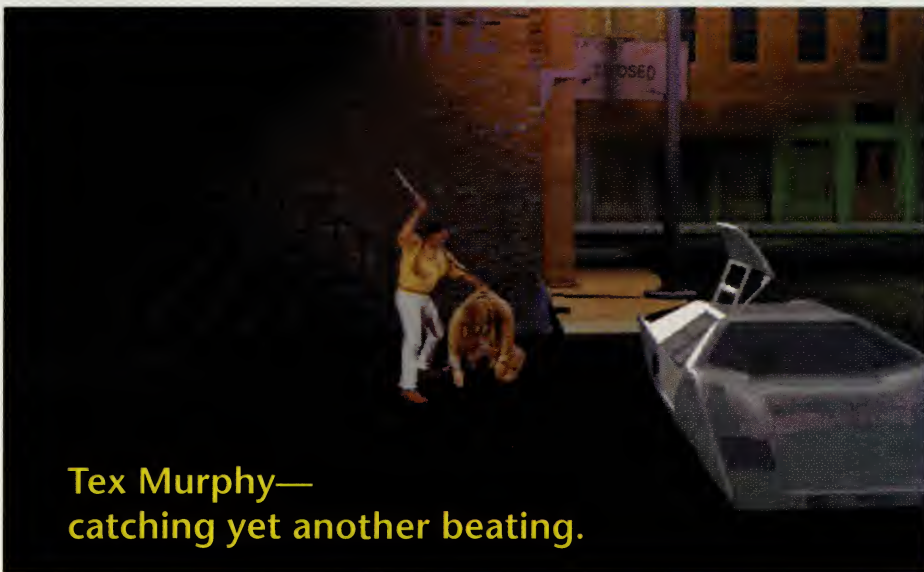
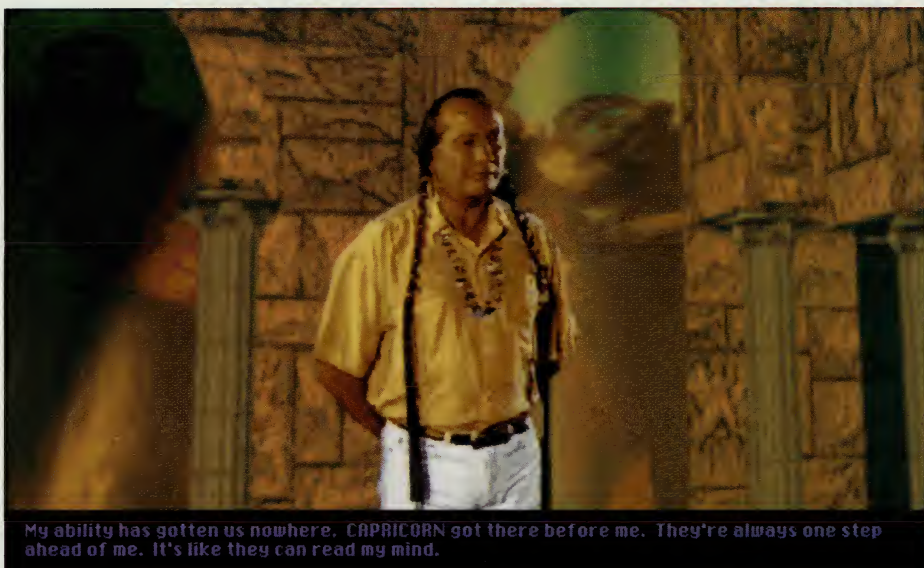
fanatical sect bent on cleansing the world of mutants, and repopulating it with its own superior breed of norms—they believe the artifact will help fulfill this prophecy. By trying to fuse these two story lines the plot loses its flow and becomes confused. A large portion of the story builds up the artifact as if it were The Ark of the Covenant from *Raiders of the Lost Ark*, then it just ends up in some guy's den.

Once you have forgotten about the artifact, you have to follow the cult to their space station and stop their plans for world domination. Unfortunately, getting to this point takes solving dozens of unrelated puzzles and then it's over before you know it.

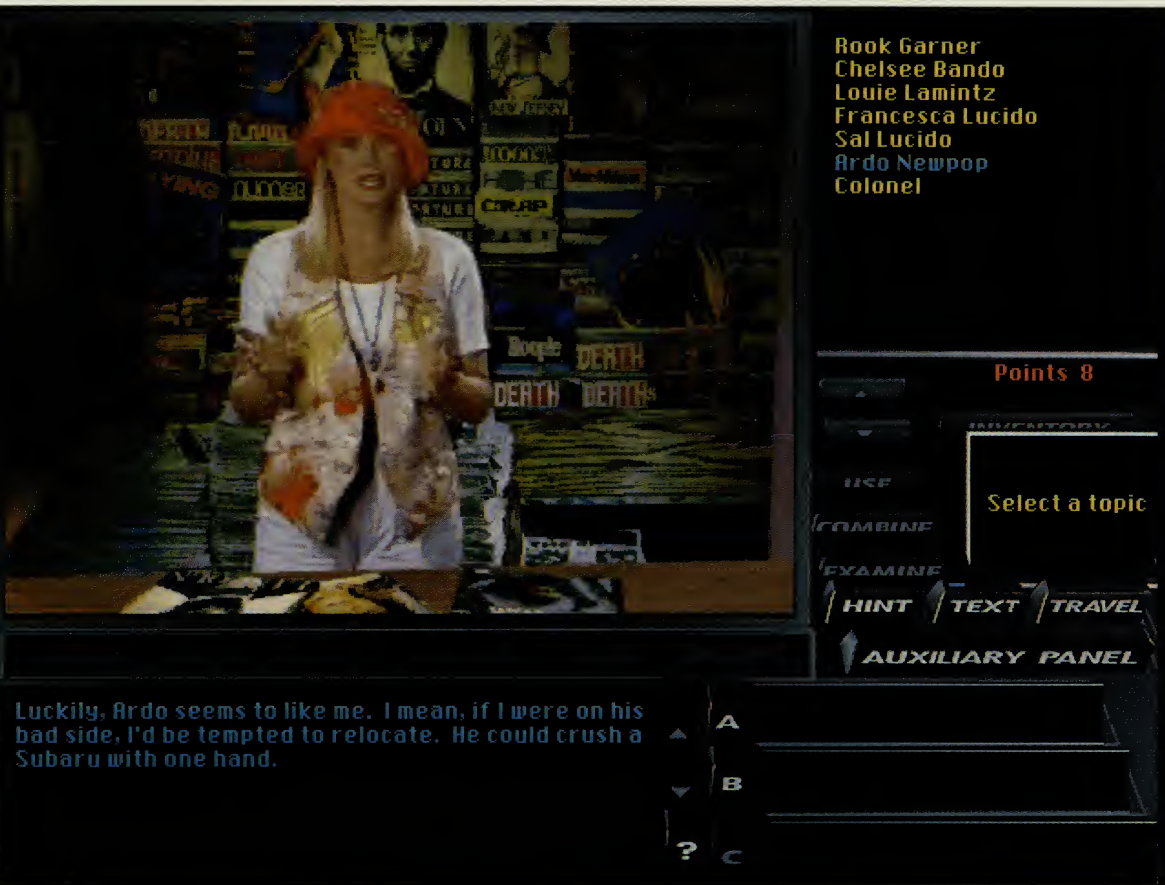
**Bright side of the moon.** As you would expect with 2.4 gigabytes of space the graphics in UAKM are pretty amazing. Access Software's intro is as good as any major studio's—multimedia or otherwise. Watching the introduction on a 17" inch NEC monitor with a towering set of Sony computer speakers was truly a cinematic experience. The game opens with a reading of one of Edgar Allen Poe's poems by James Earl Jones. These ominous readings are repeated several times during the movie and are definitely the highlights of the game.

What is ground breaking about UAKM is the game play, which switches between an enhanced Doom-like "Movement" mode into a Myst-like "Interactive" mode with the click of a button. In Interactive mode you can point and click on items you want to look at, get, move, open, talk to or turn on or off.

After you're finished with Interactive mode you can enter Movement mode. Much like Doom, it lets you move forward, back, left and right. Movement mode also adds the ability to tilt your view up and down, and to raise and lower your eye level. This feature comes







with a Pentium 90, with VESA Local Bus motherboard, 16 MB of RAM, a Local Bus Video Card capable of 256 colors at 1024x768 resolution having high DOS and WINDOWS based performance, a 16 bit sound card with speakers, and a CD-ROM disk changer. I would guesstimate that system would cost around \$5,000 with a decent monitor. A far cry from the requirements they list on the box: 386/25Mhz, SVGA, 4 MB RAM, CD-ROM drive, Sound

in very handy when you have to look into garbage cans, under desks or on top of bookcases (which happens quite often). It's amazing how similar the scenes look when you switch between the two modes.

**Been caught cheating.** If you are too impatient to go through the sometimes monotonous puzzles in the game, you can use the built in "multi-level Hint System" or use the "Easy Play Options." The mutli-level hint system breaks down your objectives into component steps, showing you how far along you've gotten. If you get stuck you can see the next step in reaching a particular goal, but that's it. The hint system does not let you get too far ahead of yourself, so you don't have to worry about ruining the game by seeing all the way to the end.

For the truly impatient there is also the Easy Play Option. Essentially it lets you start on any of the seven days with the majority of items you need to

solve the given puzzles. So, if you want to sit back and enjoy the "movie scenes," this is the way to do it.

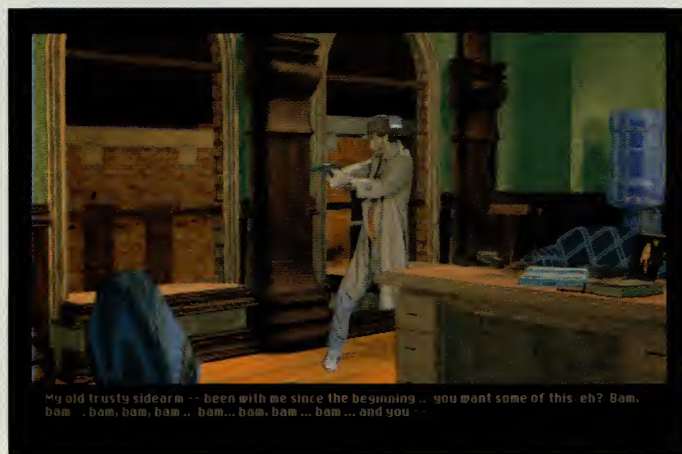
**High maintenance.** One of the big hurdles faced by multimedia studios at the cutting edge and their customers, is getting the products to work. UAKM is so hardware intensive that 20 pages of the manual are dedicated to installation and troubleshooting. There is even a "Hardware Upgrade Suggestions" section which advises users to get the fastest machine they can afford (duh). If you follow their upgrade suggestions you would wind up

card and a Mouse.

It took me about 15-20 minutes to get UAKM to work on my Compaq Pentium 60, 16 MB, with a 2 MB Local Bus Video Card, and NEC quadruple speed CD-ROM drive. To my horror, the game was skipping sound and dropping frames like a 286! It turns out, according to Access's tech support, that the Matrox video chip set that came with my Compaq are fantastic for Windows, but terrible for DOS based graphics. When I asked what I could do to resolve the problem they responded as I anticipated: "replace your video card." UAKM performed fine on my 486/66, with 8 MB of RAM and double speed CD-ROM drive. Go figure.

### Underachieving Moon.

The biggest problem with UAKM isn't the graphics, music, interface or even so much the acting. It's the loosely-woven, slow-moving and boring plot that kills it. Admittedly borrowing from classic stories, the inspiration for UAKM is one part Maltese Falcon,







two parts Blade Runner, with a splash of William Gibson, served up in The Simpsons' irreverent style. Unfortunately, UAKM adds up to far less than the sum of its parts.

Over the course of seven days the story is supposed to unravel itself. As best I can tell, the intended purpose of the first three days is either to teach you the interface or to fill up two of four disks that UAKM comes on. You spend the better part of the first three days solving puzzles that have absolutely nothing to do with the main plot which surfaces towards day four. Frustration and boredom with the first three days may discourage many players from continuing on to where it gets somewhat interesting. If more time had been spent on developing the main story I would have gotten a lot more out of UAKM. By the time you get into

the story it's over and you're stuck watching a closing sequence prepping you for the sequel.

Characters are at the heart of any good story and, as you would suspect in the post-nuclear holocaust mutant age, UAKM has a large cast of potentially interesting ones. The problem is you never really feel too involved with any of the characters in the story—including your own! I've felt a much stronger bond with the characters in some shoot-'em-up games than I did in UAKM.

While on the subject of the characters, Access Software boasts "Hollywood stars" plus "25 other experienced actors" in UAKM. Do you really consider Brian Keith, Margot Kidder and Russell Means "Hollywood Stars?" When was the last time you've seen Margot Kidder in anything but a Superman movie?

Unfortunately, the budgets of interactive movies, and those of washed up actors, fit perfectly. Is the CD-ROM going to be the made-for-television acting circuit of the future? I hope not. Just imagine what one of these interactive movies would be like if they starred Arnold Schwarzenegger, Harrison Ford or Sigourney Weaver?

**Endgame.** UAKM is worth checking out despite its flaws. It is one of the best things out there for PCs, and is hopefully the start of something big. As an adventure game UAKM would have gotten high scores, but in the new class of

interactive movies certain things have got to be better. Things like plot, acting and direction need to be taken to another level. As long as over-ambitious video game programmers are allowed to be actors, writers, and directors for their projects we are going to keep seeing products that never reach their potential.

Now, if only there was a \*true\* visionary who could pull together some major acting, writing and directing talent to produce a great interactive movie. That would be killer. We're waiting. Any takers?!?!? CS

## KILLING MOON IN BRIEF:



**PROS:** Excellent combination of movement and interaction. Excellent interface.

**CONS:** Terrible plot, lame story and poor performances..

## KILLING MOON BREAKDOWN

Plot ..... Mindless  
Video/Graphics ... Outstanding  
Sound/Music ..... Average  
Difficulty ..... Moderate  
User Interface ..... Effective  
Replay Value ..... Occasional

—J.M.C.

## KILLING MOON SPECS:

### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC (25 MHz 386SX min.)
- ▶ 4 MB of RAM
- ▶ Hard Drive with 4 MB free
- ▶ MPC compatible CD-ROM Drive
- ▶ SVGA Graphics Board
- ▶ Mouse
- ▶ Sound Card

### WHERE TO FIND KILLING MOON

- ▶ Published by Access Software
- ▶ Average Street Price—\$59.95



# LucasArts TIE FIGHTER

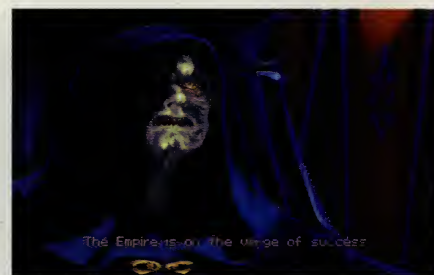
The REBEL ASSAULT CD ROM brought the battle of STAR WARS into your home. With it you could join the alliance as it attempts to overthrow the really evil guys who work for the Emperor. But what do you do after you destroy the Empire? Join it, with LucasArts TIE FIGHTER. Sure, it probably took weeks of hard work to make the galaxy safe for democracy, but now you're bored. What better way to be entertained—and to work off all your angst—than to immerse yourself in complete evil?

The people at LucasArts (who definitely use the light side of The Force) keep the psychological damage to a minimum by including a book that explains how you became a pilot in the Imperial Navy. Contrary to my expectations, the player is never told, "Yes, you are evil, go destroy all that is

good." The book, as well as the game, illustrates how someone with good intentions could not only exist, but also thrive within the repressive system that is the backbone of the Empire. Even so, it still is quite a rush to target an X-wing fighter and blast the pilot back into the stone age. So when all is said and done, you are the bad guy and there is no way to get around that.

Tie Fighter comes with four battles, a combat simulator and a tech room. You can film segments of your missions, then review your fighting skills from any angle when you return to base. If all this isn't enough, you can also buy more missions when the original ones lose their steam.

Much like REBEL ASSAULT, it took a while to get a feel for the game. You can't spend enough time in the training simulator or



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the combat chamber. Both are challenging enough to make to you forget that their main purpose is to improve your game playing skills. The training simulator consists of flying through tunnels filled with targets and obstacles within an allotted amount of time. The combat chamber allows you to fly different missions that were created to enhance certain skills. Both the simulator and the chamber allow the player to try out all the ships of the game.

Overall, this game is nearly flawless. At no point was I ever bored. With each mission, TIE FIGHTER kept its edge—without ever becoming totally overwhelming. The playing field is set up in a way that strategic skills are just as important as motor coordination. With over fifty missions—and six ships to pilot—TIE FIGHTER will remain challenging long after the manuals to your other games are lost behind the couch. This is it! As far as arcade-style games are concerned, TIE FIGHTER will be the standard by which I judge all other games.

Of course TIE FIGHTER has its limitations. Those people looking for a game similar to REBEL ASSAULT will be slightly disappointed. REBEL ASSAULT had more of the cool effects that are associated with CD-ROMs. REBEL ASSAULT's ability to show actual scenes from the Star Wars films is







definitely missed, as are the film-like graphics. REBEL ASSAULT lacked a sense of coherence, in my opinion. Each level seemed to be a different game, with action that had little to do with the previous events—other than to remind me that I was no Luke Skywalker. Each new chapter of TIE FIGHTER builds on the prior mission, both in story line and, more importantly, in skills required. This isn't to say that TIE FIGHTER is lacking graphically (sweep past the Star Destroyer Vengeance and you'll see what I mean), just that it can't compare to a CD-ROM game.

Like most complex computer games, the controls took some getting used to. Having to switch

between a joystick, and keypad is something I'll never grow accustomed to. After some experimentation, the Editor-in-Chief and I found that TIE FIGHTER works better with one person being the co-pilot at the keyboard and the other person concentrating on flying. This is also helpful in distracting the Editor from realizing that you are hogging the game.

The point when I decided I was hooked came during my third mission. I had completed the mission and was returning to the Star Destroyer. As I approached I saw a Corellian Transport, I fired upon it without checking to see if it was in fact an enemy ship. The reason for my action? It looked like the Millennium Falcon. The screen went black. For an instant I saw my own reflection in the monitor. It was at that point I realized I had joined the Dark side of the force and there was no turning back.

TIE FIGHTER takes up 15 megabytes of hard drive space and comes on five disks. You definitely need a joy-

stick. The game's minimum requirement is stated to be at least a 386/33 DX, but this should be considered as some sort of sick joke. If you don't have a 486 you're missing out. TIE FIGHTER is a system hog, so for the best results forget about going through Windows.

All I have to say is; clear up your extracurricular activities, get Tie Fighter and join Darth and me as we conquer the universe. **CS**

## TIE FIGHTER IN BRIEF:



**PROS:** As far as action and arcade games are concerned, TIE FIGHTER is the absolute height of human achievement.

**CONS:** Changed my understanding of good and evil. The outside world no longer matters.

## TIE FIGHTER BREAKDOWN

Game Play ..... Explosive  
Replay Value ..... Addictive  
Video/Graphics ... Outstanding  
Sound/Music ..... Exceptional  
Difficulty ..... Challenging

—F.S.K.

**This game is nearly flawless.  
At no time was I ever bored.  
With each mission,  
TIE FIGHTER kept its edge.**





# LODE RUNNER

## a minute to learn, a lifetime to waste

One frustrating element of playing (and reviewing) games is that it can take hours to learn a particular game that may wind up not being much fun. You page through the manual as you are playing, pause the game, die, spill your Coke and wind up having to start all over again. What a drag. Once in a while a game comes along that you learn in a few minutes without any instructions—one you can play forever. Classics like Tetris, Minesweeper or Missile Command are amazingly simple games that have probably taken up much more of game player's time than any simulator or adventure game ever did. Lode Runner is one of these games. A minute to learn and a lifetime (or

at least a couple of weeks) to master.

Anyone who had an Apple in the eighties remembers Lode Runner. It was one of Apple's most popular computer games for a while. Elegantly simple, yet amaz-

ingly complex. You run around the screen picking up treasures and avoiding mad Monks who gobble you up if they catch you. The main difference between Lode

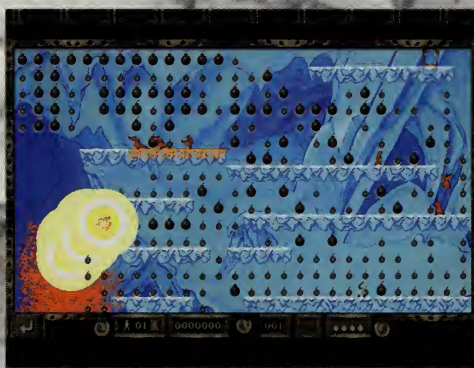
Runner and other games at the time was that you didn't use your phaser to blast aliens or asteroids. Instead you use it to outsmart your enemies. With your phaser you can blast temporary holes into the earth which fill up in a couple of seconds. If a monk falls into one of these holes you can run over him. Even better than running over a monk is trapping them in a hole right before it fills up squashing them like a grape. Awesome.

**What's new?** Even though the objective of Lode Runner has stayed essentially the same, the game has received a major facelift. Sierra could have easily toned the game down and sold it on 5 floppies, but instead they went the distance and put it on

CD-ROM, allowing them to make a simple game look very nice. Textured backgrounds, fluid movements, a creative user interface, cut scenes between levels, groovy sound effects and a subtle soundtrack all take Lode Runner to another level. Speaking of levels, did I mention there are 150 of them, and that you can jump to any one of them whenever you feel like it? This should be enough to keep even the most dexterous of game players busy for a couple of days (and late nights).

Weapons are at the heart of any good shoot-'em-up, but since Lode Runner isn't really a shoot-'em-up kind of game, we get a bunch of tools including: bombs, a slime bucket, a snare trap, a jackhammer, befuddlement gas and a pick axe. The snare trap takes a little more time to use than the others, but it's a real hoot to watch as one of the monks gets tangled up in it. Bombs are a key element to Lode Runner and need to be conserved and used wisely. Sometimes the only way to get to the exit is to blast your way out.

Adding to the challenge of the game is the "day and night feature." When it's day time, you can see the entire board, but when it's night time, you can only see



### LODE RUNNER SPECS:

#### MANUFACTURER RECOMMENDED SYSTEM REQUIREMENTS

- ▶ Multimedia PC (486SX 25MHz)
- ▶ 4 MB of RAM
- ▶ Microsoft Windows (3.1 or higher)
- ▶ CD-ROM Drive
- ▶ 256 Color Display
- ▶ Sound Card
- ▶ Mouse or Joystick

#### WHERE TO FIND LODE RUNNER

- ▶ Published by Sierra Online
- ▶ Average Street Price—\$55.95



the 15% of screen that is immediately around you. When you're running around the screen it's as if someone has a spotlight on you.

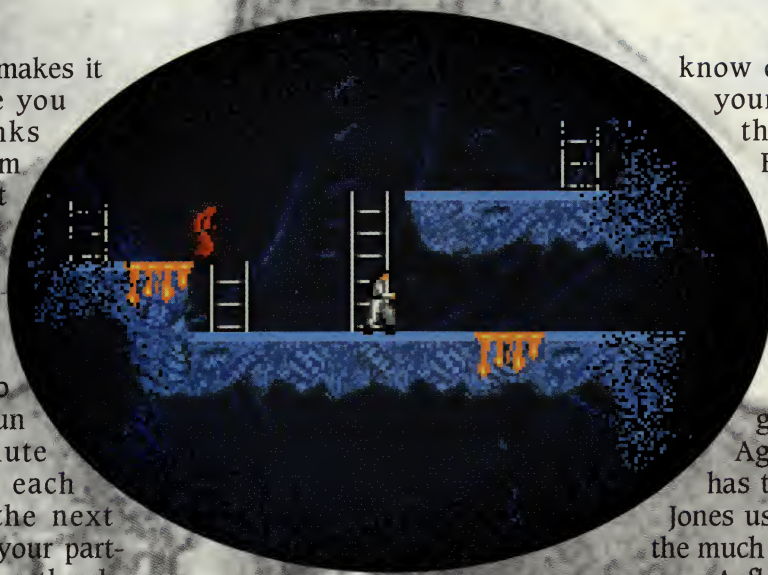


Very nice effect. It also makes it very challenging since you may not see five monks heading towards you from all sides until the last minute.

Head-to-head mode lets you compete with an opponent in Lode Runner. Switching from being cooperative to competitive is half the fun of the game. One minute you could be helping each other avoid monks, the next minute you're catching your partner in a snare trap—heartlessly leaving him to be mauled by mad monks.

**Suicide solution.** Strategy is a key element in Lode Runner. You can easily get yourself in situations where you just can't complete the level. In this case simply press CTRL-K and kill yourself. I wonder what game rating you have to give yourself for including suicide as a feature?

**User interface.** Why Sierra spent so much effort creating such a unique and beautiful interface for a simple game like Lode Runner I'll never know, but it's another really cool element that helps create the mood of Lode Runner. Like something out of a cave wall in an Indiana Jones movie, the UI in Lode Runner appears as if it is carved in stone 2,000 years ago. The only thing you don't have to do is brush off the dust. And if you don't "get" the interface at



**When you're running around the screen it's as if someone has a spotlight on you.**

face value, simply let the mouse hover above an icon for two seconds and a little balloon with help in it pops up (Balloon-help has existed in business applications for about a year or two, but this is the first time I've seen it in a game). Microsoft or Lotus should grab the dude who did this interface.

Another slick element of the UI is that the Windows menu bar in Lode Runner doesn't show up unless you move the pointer to the top of the screen. I can't stand those Windows games that make you play in the tired old Windows box (which Bill Gates stole from Apple in the first place).

**Cheating.** At any point during Lode Runner you can jump to another level or give yourself additional lives. The only problem with doing this is that your high score will be nullified (who cares?) and that you will miss the cut screens between levels (major bummer). Sierra should write a patch that lets you see the cut scenes without having to complete the 20 or so levels between them.

**The upcoming sequel.** No, there is no Lode Runner III in the works (at least not that we

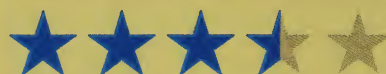
know of), but you can create your own levels if the 150 that come with Lode Runner aren't enough.

Lode Runner's game generator lets you manipulate all of the existing elements of the game to create levels that will answer all of your "wouldn't it be great if..." questions.

Again, the game generator has the slick Sanskrit Indiana Jones user interface that includes the much needed balloon help.

A floating palette (similar to the one in Microsoft Paintbrush) lets you cut, copy, paste, erase, fill and line draw elements in design mode. You can also change the background, music, number of monks, bombs and basically anything that already exists in the game. You cannot create your own backgrounds, music, tools or enemies. It would be cool if Lode Runner let you add your own music files to the levels you create. The Pearl Jam levels...excellent. **CS**

## LODE RUNNER IN BRIEF:



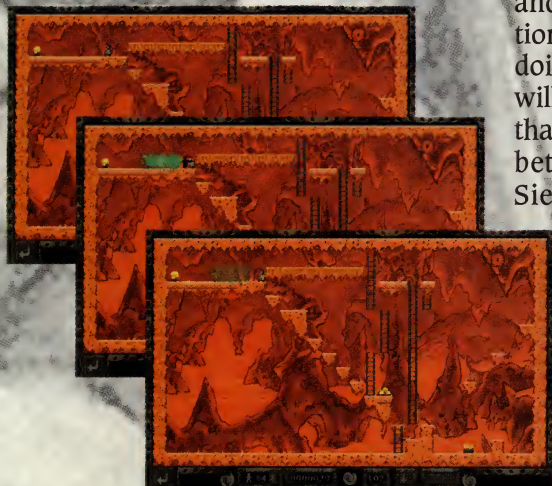
**PROS:** You may not do anything but play Lode Runner for about two weeks.

**CONS:** You may not do anything but play Lode Runner for about two weeks.

## LODE RUNNER BREAKDOWN

Game Play..... Intense  
Replay Value ..... Addictive  
Video/Graphics ..... Average  
User Interface ..... Effective  
Sound/Music ..... Average

—J.M.C.







# CyberSurfer visits VOYAGER

by Linda Sharar & Kevin Whelan

**O**K, let's get this straight—they do not make games. Yes you read that correctly. No games. Guns; kick-boxing aerobic instructor types; evil dwarves who hold the key to the castle's treasure? Well you're not going to find any here. And where's here? Here is the World of Voyager CD-ROMs. What will you find here? Only some of the most innovative products in the emerging field of interactive media. Stravinsky to Spinal Tap. Poetry and Pop Culture. What ties all of this together? We're not really sure, but their motto is Bring Your Brain.

The New York-based Voyager Company, now in its tenth year, more closely resembles a publishing firm than it does a software company. Unlike other CD-ROM companies which use the medium to provide us with better quality graphics, music or video for products that could just as easily be produced on floppy disks, Voyager has sought to explore the uncharted territory of the medium. With artistic and literary standards that

are unmatched in the ROM industry, Voyager's product line is akin to the recommended reading list at a hip bookstore. Between their CD-ROMs and expanded books you will find artists, poets, scientists, a little history, films and a handful of titles for kids. There are also quite a few ROMs that are harder to categorize, all of which bear Voyager's distinct mark of engaging content and elegant design.

The Voyager Company started out as a small multimedia company founded by Robert and Aleen Stein in Santa Monica in 1984. The ensuing decade saw Voyager grow into the premier producer of intellectual and artistic multimedia products (Voyager's sister company, Criterion, is the best name in Laser discs). Also, in contrast to the usual drift of media companies, Voyager moved from California to New York. Their offices now reside in a beautiful Soho loft across the street from the

Guggenheim Museum's downtown location. Voyager now boasts an on-site staff of producers, designers and programmers along with a catalogue of more than 200 titles. The company is known for expanding the universe of interactive media, both in terms of content and the technology's possibilities. By pursuing their own vision of culture, they have claimed a place at the forefront of new technologies.

Voyager started out exclusively using Macintosh for its platform, but now publishes in both Mac and Windows. It is in the process of updating its catalogue by adding Windows capability to old titles.

Voyager's catalog ranges from the eclectic to the obscure. Just their music related titles range from Beethoven to The Beatles to The Residents (a San Francisco based rock band/performance art group/weird bunch of cats.) They have brought

Art Spiegelman's Pulitzer-Prize-winning graphic novel (that's a long comic book for you low-brow types) about the Holocaust, Maus, to CD-ROM. They have ROMs which have



## Frank Miller

**I**f anyone in comic books today can be said to have inherited the Jack Kirby mantle, it is Frank Miller. Like Kirby, Miller achieved wide recognition for his ground-breaking work in superhero comics. And, like Kirby, he has been able to inject his characters with a freewheeling ferocity tempered with a solid streak of humor and intelligence.



Miller was born in 1957 in Maryland and raised in Vermont, where he immersed himself in crime stories and detective novels after a passing flirtation with comics. Writing, rather than art, occupied most of Miller's time in high school, and it was only after graduation and encouragement from artist Neal Adams (whose moody and realistic approach to Batman redefined the character in the seventies) that he turned toward art and comics. After some early work for Gold Key (Twilight Zone) and DC Comics (Weird War Tales), Miller landed a major assignment at Marvel Comics in the late seventies as the artist for Spider-Man.

In the eighties Miller achieved his breakthrough. Working with such Marvel characters as

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Frank Miller as seen in the Voyager CD-ROM  
Comic Book Confidential by Ron Mann



expanded acclaimed documentaries on poetry and the history of American comic books. Voyager is unafraid to work with artists who are not household names; they have two CD-ROMs by Pedro Meyer, a Mexican artist who works with digital photographs.

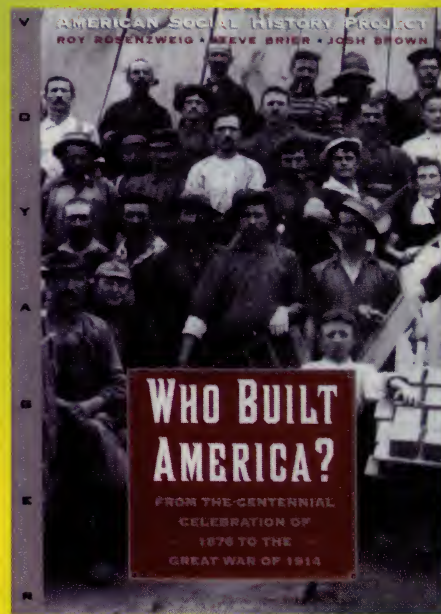
Voyager's product line is very content-driven and at first the titles seem to have nothing in common. One thread that may connect Voyager's titles together, though, is the idea of creativity itself. Voyager has bet that people will be attracted to truly creative products, regardless of what form that creativity takes. At Voyager that form could be literary—an interactive Macbeth, Poetry in Motion; musical—their CD companions on Mozart, Beethoven or Stravinsky; scientific—Stephen Jay Gould's On Evolution; cinematic—Spinal Tap, Ephemeral Films; and the list could go on.

Voyager takes tremendous care with its products. It can take anywhere from six months to two years to produce one of their CD-ROMs. In the case of Who Built America?, a social history of our country, it took over three(!?) years. They even went back and redesigned Ephemeral Films—a collection of industrial and high school guidance films (the kind that “used to scare postwar teens into behaving themselves”)—and other titles in order to make them easier to use. The care is evident on any of their disks. They strive to make their interfaces “logical and elegant.” In our experience their CD-ROMs are consistently easy to navigate. Another concern of theirs is to fully integrate each element of multimedia. One of their innovations has been to blend video and text in a way that is almost seamless. Their First Person series now features the lecturers walking among the text of their work while explaining the text, such as, artificial-intelligence researcher, Marvin Minsky sitting

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Pulitzer Prize-winning graphic novel and ground-breaking American history from the world of Voyager CD-ROMs



**You get a sense of Voyager as a different type of company when you call for their catalogue.**

What you receive is 3 SIXTY: The Voyager Guide to Interactive Media, which is “a critical review of the CD-ROMS we like best.”

Most of the “reviews” in 3 SIXTY are of Voyager products, “but the best programs from other publishers are in here too.” They understand that what best serves the industry is for consumers to get the best products and avoid some of the garbage currently on the shelves. So while you will find Stephen Jay Gould, author of Bully for Brontosaurus in Voyager's First Person series they also have Microsoft Dinosaurs as well as CD-ROM's from Cambric, Time Warner,

Brøderbund and others. All of the titles can be ordered through Voyager.

Call 800-443-2001 for the Voyager catalogue.





## BRING YOUR BRAIN

on his graphs explaining their significance or Donald Norman who is a Fellow at Apple Computers as well as "the guru of interface design," who pops up to criticize the interface in which he exists.

I had purchased the Voyager ROM *A Hard Day's Night* one day in an inspired moment in a software store, and was impressed with its creative useful interface, which combined movie, script, and documentary into a complete package. So when the opportunity to visit Voyager came up, I jumped at the chance to find out what they were all about. Staff writer Kevin Whelan joined me in cruising down to Voyager on a rainy Tuesday afternoon.

The atmosphere was friendly, but a little tense, almost like a collegiate library during finals week. The space is open (there are no cubicals) so you can't hide your work from the scrutiny of anyone passing by, (including Bob Stein who omnisciently passed over us a few times and *caringly* glanced at what his staff was presenting to us.) The staff is young, friendly and intense about their work. Nobody glared at us as we made our rounds interviewing different workers at their desks. Instead they all rather willingly demonstrated what they were working on and graciously gave us their time. They even asked for our reactions and our suggestions. They came from diverse backgrounds and there seemed to be a good balance between, for lack of better terms, the technologists and the humanists. They were all excited for the possibilities of the medium.

Our main guide was Nancy Pearlman who demonstrated many of their products and answered our

# A Hard Day's Night

Voyager's best-selling release is a must-see for Beatles' fans, and a must-have for anyone wishing to own one of the most popular CD-ROMS to date. In fact, "A Hard Day's Night" could easily be set aside as the best ROM to incorporate film, music, and documentary into a single product, to date. Included is the complete, uncut film, an essay on the Beatles and the history of rock and roll, a Beatles photo book, profiles of the band, cast and crew, two short films made by the same director prior to the making of "A Hard Day's Night", the movie's original trailer, plus a collection of songs (with accompanying video), including "All My Loving" and "Can't Buy Me Love." The film's historic impact, the content of the accompanying text, film and pictures and the ease of navigation all combine to explain why "A Hard Day's Night" has received high marks from MacUser, Esquire, Byte and CD-ROM World magazines.

If you are familiar with the legacy of the Beatles, (and even if you have seen "A Hard Day's Night" many times before in the film version), you might appreciate the documentary value of this CD-ROM, since it depicts the place of the band and the film in history. You will also find the navigational tools in the ROM to be of great value, since it allows you to bounce around throughout the film

at your leisure, read the original script as it rolls along side the film (including stage directions), or pause and study, frame-by-frame, the direction of the movie from a film-making perspective. The ROM allows you to pick from a complete menu of choices at any point during the running of the film. If you want to watch the movie continu-



ously you can choose either a large screen, which will almost fill a standard size monitor or a small screen with the script running along side. Or perhaps you would like to look at and listen to the song clips first. Voyager's movie navigation tool is fun to play with, since it is essentially a pointer which runs under the screen during each scene of the movie. With no difficulty, you can click pause, play, fast-forward or rewind just like on a VCR, or pick later scenes from the menu and jump ahead.

If you don't know of the Beatles (can you believe it, many kids today have no clue who they are) you might want to check out this ROM just to get a feel for the excitement the Beatles generated when they were coming of age, as well as learn something about

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their impact on rock- and-roll. The beginning of the ROM will really grab you, from its opening with the first lone chord of the title song blaring out from your computer in CD-quality, followed by the overwhelming sound of high pitched screaming girls, introducing the

first movie image of the Beatles rounding a corner, being chased by their fans toward you into the screen. From that point on, I was hooked and had to explore the entire ROM.

"A Hard Day's Night" has been designed in a manner which

makes the movie more fun to watch, the music more exciting to listen to and the documentary on the history of the Beatles more interesting to read. It is definitely a classic.

The one thing to think about when purchasing this ROM, is that there may be a new Voyager release which uses the same format that may be of more interest to you content-wise. I would encourage all to go ahead and purchase this highly- touted ROM (which can now be acquired at a discount price in both Mac and Windows versions), but keep your eyes open for subsequent presentations of classic rock-and-roll films by Voyager, like "Spinal Tap," which will surely work off of the success of "A Hard Day's Night," and take it one, or perhaps eleven, steps farther.

—L.S.





# BRING YOUR BRAIN

our first questions was about the entire process of producing a CD-ROM. She explained their editorial process. There is a Voyager review board that meets and decides which projects the company will produce. Proposals come from all over, both internally and externally. Staff can approach the board with ideas they feel passionately about which will translate well to a ROM. Once the go-ahead is given, the artist can choose to collaborate with Voyager's programmers or not. (Art Spiegelman, who was a technophobe before helping design his ROM, is now thinking of buying a CD player. There's a part on his disk where you get to hear him complain about the problem of putting cartoons on computers.)

Peter Giraldi, a producer/programmer, who has worked on Baseball Greatest Hits, The Best of TED: Thoughts on Technology, Entertainment, and Design and the upcoming Mystery Science Theater 3000 disk, gave us his outlook on ROM. What he seeks to accomplish is to make sure the whole is greater than the sum of its parts. ROM users do not just want to read text on the screen when it would be more enjoyable in a book; they do not want to just watch a movie on a computer monitor when it would be better on your TV or a movie screen. Each piece must be integrated or else you just end up with "shovelware." The ROM must go beyond what is already out there. Otherwise, it does not make any sense to make a ROM.

Curiously no one we spoke to at Voyager, including Christina Merlo, a producer who is also responsible for some of Voyager's market research, could pinpoint for us who the "Voyager market" is.

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# New Voices, New Visions

An example of Voyager's commitment to developing the computer as an artistic medium was demonstrated at the Third New York Video Festival given by The Film Festival of Lincoln Center. The opening night's program was New Voices, New Visions, an international contest of original computer work sponsored by Voyager, Interval Research and Wired magazine. The only constraint put on applicants was "DO NOT ENTER this contest if you want home shopping, encyclopedias and video games to define the information superhighway." The result was a broad selection of multimedia works from artists including poets, musicians, photographers and designers all competing for three awards of merit and \$15,000 in cash. The first year of what is planned as a annual contest brought over 600 entries from as far away as New Zealand and Japan. The three winners and a dozen other noteworthy works were demonstrated at the festival.

The jury chose a list of finalists from all over the spectrum. They ranged from Dreaming Arnold Schwarzenegger, produced by two film professors who, while writing a book on Arnold's iconic status in American culture, had over 100 dreams about the Bavarian thespian ("I noticed Arnold was staring down my blouse...I enjoyed it."), to An Anecdoted Archive of the Cold War, a tour of the Cold War's effect on one family. The variety of techniques and content was impressive. The abilities of the medium were amply demonstrated, but you also got the feeling that only the surface was being scratched. My personal favorite was The Baird Family Ball which utilized hundreds of snapshots the artist's family had taken throughout the years. This playful piece allowed you to make a mask from different parts of each family member's face—including the

dog—while utilizing poems and stories that gave a sense of what it was like growing up in this unusual family.

One characteristic that distinguished this batch of work from what is currently out there is the use of multimedia as a forum for personal essays. The personalities of the creators came across and at the same time the works invited the user into their worlds. The program with the most commercial prospects was Sound Toy, a clever, fun mosaic that allowed a user to click on part of the pattern and play drums, guitar, harmonica and other instruments. Kids would love this software that allows them to play while playing music. Its creator, Todd Robbins, who programmed this on a borrowed computer, said he thought of this as something a baby would play in a crib.

At a question and answer session following the exhibit, Bob Stein, head of Voyager, explained what gave rise to the contest. "We were looking for works that we had not seen before. CD-ROMs are so expensive to produce that the result is a bland product that has had all its personality drained away. We were looking for something that would engage the user for more than four seconds." Other participants in the competition were concerned with finding a way to support works that were more personal and less commercial. The general feeling was that this emerging medium is too important to only use it to make games. There was also a sense of optimism that this was only the beginning and that non-commercial works such as these will have more of a chance of reaching a wider audience. Stein said he was "blown away" by the range and quality of this year's entries. It will be exciting to see what comes out of this contest in the years to come.

—K.W.



# CRITERION Goes to the Movies

Criterion Goes to the Movies is subtitled A Buyer's Guide to the Criterion Collection—which is a pretty good example of truth in advertising.

Criterion is the premier producer of quality laser discs. They pride themselves on finding the best source materials available for their copies (i.e., going to original negatives and optical sound tracks) and on preserving the

true aspect ratios of the films (the laser discs are letterboxed so the entire frame can be seen). This CD-ROM is simply a catalogue of Criterion's product line.

This begs the question—why would I pay \$25 for a CD-ROM that is just a sales catalogue? Well, one reason is that included with the disk are four coupons worth up to \$125. Anyone who buys laser discs should definitely have this. Another reason is Criterion's "products" are some of the best films ever made. Even film buffs who do not have a laser disc player will be interested in this. Over 140 movies are included from classic Hollywood to cult films to foreign film favorites.

There are several cool features for each film including a clip from the film, lists of the cast and crew and well done, informative essays.

Some of the laser discs even have extra features like Martin Scorsese talking about his cameo in Taxi Driver, animation tests from Jason

and the Argonauts, the theatre trailer from The Blob, production drawings from Blade Runner and even a clip from an unreleased short film by Orson Welles. The interface is really easy to use.

Other features let you search for films by title, person or even what special features are on the laser disc. Want know which laser discs con-

FEATURE-VOYAGER VISIT

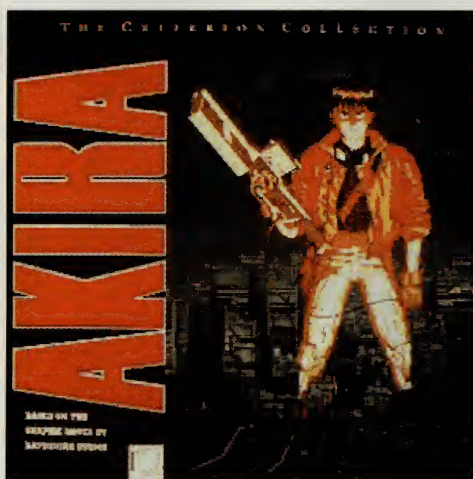


tain production photos or deleted scenes; who was the cinematographer on Close Encounters; or even which ones feature samurai star, Toshiro Mifune? No problem, the answer is just a few keystrokes away.

While not a comprehensive film guide, Criterion Goes to the Movies is useful as a way for film buffs to learn more about favorite films or find out about films they may have not known existed. A negative note about the disk is that it does not include the most recent films added to the Criterion Collection. —K.W.



## AKIRA



Akira was transferred from a newly created print with an aspect ratio of 1.85:1. The sound was taken from a Dolby surround encoded PCM 1630 digital audio master tape.

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## BRING YOUR BRAIN

When pressed she finally relented, "Our market is Bob," she said, referring to Voyager co-founder, Bob Stein.

The highlight of our visit was a demonstration by Criterion's Peter Becker of the upcoming Spinal Tap CD-ROM, a rare co-release on laserdisc and CD-ROM. This is a good example of Voyager's concern for content and its desire to stretch the medium. The CD-ROM may be a way for viewers to easily jump to their favorite scenes. However, for the programmers it represented a series of challenges, among them: improving video's resolution and developing multiple soundtracks. The multiple soundtracks allow you to listen to the actors and film makers commenting on the movie. The best innovation is that you can override your speakers and turn the sound up to eleven.

Our tour of Voyager has left us convinced that Voyager will be a driving force in the exploration of the medium for many years to come. However, many questions remain unanswered. The question facing the entire CD-ROM industry is how many CD-ROMs are people willing to buy? With prices easily approaching \$50 or more, a sizable collection of CD-ROMs is out of the reach of most people. This question becomes even more acute for Voyager. With its deliberately non-mainstream titles, has Voyager cut too small a niche for itself? Considering that "their market is Bob," are there enough Bob Stein's out there? Do they own multimedia computers? This is the gamble Voyager has taken. With their achievements in stretching the medium, it is a gamble we think (and hope) will pay off.

# The Resident's FREAK SHOW

"Freak Show? Yeah right, exactly. I just played the ROM and am not sure what it was all about. I mean, did I win? Not exactly, I mean, I think I explored the whole game. I went to the show. I watched the performances. Like Harry the Head, bouncing around in his jar of formaldehyde. And Wanda the Worm Woman. She really grossed me out with that worm eating thing she did. Plus, she is really overweight, just so unappealing to look at anyway. Oh, and did you see Jelly Jack? Talk about gross. I mean, he's like a deformed head with nasal hair sticking out on the top. He slid out of his glass box onto the table, sat their for a minute, and then slid back in. I heard he has no bones. Then there was that Bouncing Benny the



Bump. You know, I once saw a guy in the subway that looked like him. He's got this really huge outie belly button thing going on. We're talking huge. Like, I had to look twice to make sure I was seeing the thing right. Just this great big extra appendage in the middle of his stomach. Talk about abnormally gross! And I think I caught a glimpse of Herman the Human Mole in his little box. He was playing a miniature

piano or something. Weird looking little guy. Glad he didn't poke my eye out. I spent the most time recovering from all those strange freaks in the Residents tent. Cool music, except I avoided the weird guy with a one-eyed head."

Well, that is just an introduction to Freak Show. It gets stranger than that, but it also gets a little bit more human. Cause just when you think you have seen all you can see, you realize that no-one is going to stop you from going behind the "No-Admittance" sign and venturing into the personal back-stage trailers which belong

## A face only a mother could have.





to the performers. It is quiet back here, the rooms are empty (most of the time), and you are free to browse through personal belongings, read diaries, look through photo books or at paintings, enjoy comic books and even watch movies which are all too telling about the ones they belong to. The belongings which you discover in each trailer reveal intensely human characteristics about each of the not-so-human performers. Some details of their existence are deep with meaning; others are sadly empty. Harry the Head has absolutely no redeeming qualities, except that he once painted sunsets. A collection of his paintings leans against the wall in his trailer, and you can flip through them at your leisure. Wanda the Worm Woman worships with the Bible in her trailer, and has marked a number of passages for you to read on the role of worms in God's kingdom. She may walk in on you in her trailer, sit down, and begin to cry. And there are just enough clues in her trailer for you to figure out why.

The behind-the-scenes world of Freak Show makes the bizarre collection of characters all seem almost real. The best way you can learn to respect them, is to be a lit-



### All the best freaks are here—from Harry the Head

tle disrespectful and get behind their act. It is worth your while to learn their histories, put together their relationships to each other, and understand the dynamics of why they put themselves on display as "freaks."

Real life alternative band The Residents, who collaborated on this project with director Jim Ludtke, obviously intended for us to view them in this light as well.

Go behind the scenes to see that they too are human and have motivations like the rest of us, although they are a little on the unconventional side. The graphics, animation, music and navigation are superb in this ROM. And although the message is obscure at the start, it is worthwhile to poke around long enough to figure out that there is something intriguing going on behind the scenes. —L.S.

### to Jelly Jack and Bouncing Benny the Bump





# Cyber Surfing the Internet with MOSAIC!

What is Mosaic? Mosaic is a type of software, which, when combined with the proper hardware connection to an Internet gateway, allows users to browse other networks around the world at breakneck speed, as if they could connect directly to each server through a local area network.

Mosaic is unique in that it is the first browser to incorporate high resolution graphics, CD-quality sound devices, and hypertext file-linking in a fast, easy-to-use format which turns exploration of the Internet into a fun learning experience. Mosaic comes in ver-

sions for Mac, PC-Windows, and X-Window System. It is better than any on-line modem service, because the speed of transmitting data over the Internet blows away any current records for the passing of electronic data over modem lines. Mosaic is currently the most popular tool for building Internet sites, and everyone with servers on the Internet—from big corporations to college students—seems to have a Mosaic “HomePage” in which they can enhance the information presented in their site.

The way it works is the “presenter” must have a directory which can be explored by the pub-

lic. The public accesses the site through a given Internet “gateway.” Within the directory set up by the presenter, any number of informational files can be stored, which users will be able to peruse by means of a gateway connection and their own Mosaic software. These files usually have a title, such as “Jim’s HomePage” combined with maybe a picture, some text explaining the page, and then a menu of choice of other files available on that particular server or directory. The menus appear as text within the document, but are highlighted in blue, or some other selected color, which allows the user to simply click on the text to


NCSA Mosaic - Howard Stern, Radio Personality

File Edit Options Navigate Annotate Starting Points Help

http://fileroom.aaup.uic.edu/FileRoom/documents/Cases/42howardstern.html

## Howard Stern, Radio Personality

- Date: [1985 - Present](#)
- Location: [USA](#)
- Subject: [Behavior](#)
- Medium: [Radio](#)
- Artist/Author/Producer: Howard Stern, Infinity Broadcasting Corporation
- Confronting Bodies: Federal Communications Commission
- Dates of action: 1988-1994
- Location: New York, NY and nationwide



Description of the Art Work

Howard Stern's commentary referenced sexual and excretory activities and organs d

NCSA Mosaic - Late Show with David Letterman

File Edit Options Navigate Annotate Starting Points Help

http://www.cen.uiuc.edu/~28287/letterman.html

## LATE SHOW

with David Letterman

Late Night with David Letterman (1982-1993)

Late Show with David Letterman (1993-)

One of several WWW Servers of the excitement, the pageantry, that is Dave.

*"That's right. He's funny all the time, twenty-four hours a day. It's unbelievable. He never stops being funny. Day and night..."* --- Merrill Markoe, "Ex-Gal Pal" Late Show 10 Oct 94

Credit to Aaron "Net cop... On The Edge!" Barnhart for the FAQ, the Song List, and the [Late Show News](#). Aaron, the keeper of the FAQ and the FTP site, can be reached at [letterman@mc.net](mailto:letterman@mc.net).

Looking for the FTP site?

You may reach the FTP site at [ftp.mcs.net](ftp://ftp.mcs.net), in directory [ftp.mcs.net/users/barnhart/letterman](ftp://ftp.mcs.net/users/barnhart/letterman). This is all covered in the FAQ. If you haven't read it, read it now.

Looking for the Top Ten Lists?

The Top Ten List listserver no longer exists, due to the sheer volume of traffic it generates. Hence, a new newsgroup, [alt.fan.letterman.top-ten](#) has been created. Contact your news administrator if your server does not carry it.

- The [alt.fan.letterman](#) newsgroup - come, join the fun!
- [List of Upcoming Guests on Late Show with David Letterman](#)
- [Time magazine article on Minsbur & Siraud](#)
- MIT's Late Night Talk Show Monologue Browser (Requires X-Windows) *Unavailable until further notice*
- The alt.fan.letterman FAQ Version 9.08 available someday
- [The Tom Snyder FAQ](#)



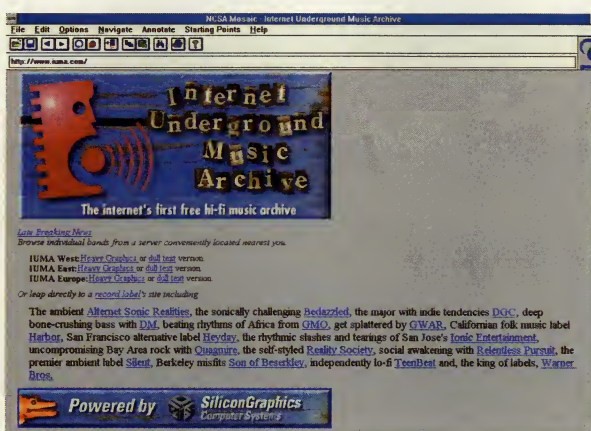


go to the next file. When a user makes a selection, Mosaic automatically closes the current file and loads the new one in seconds.

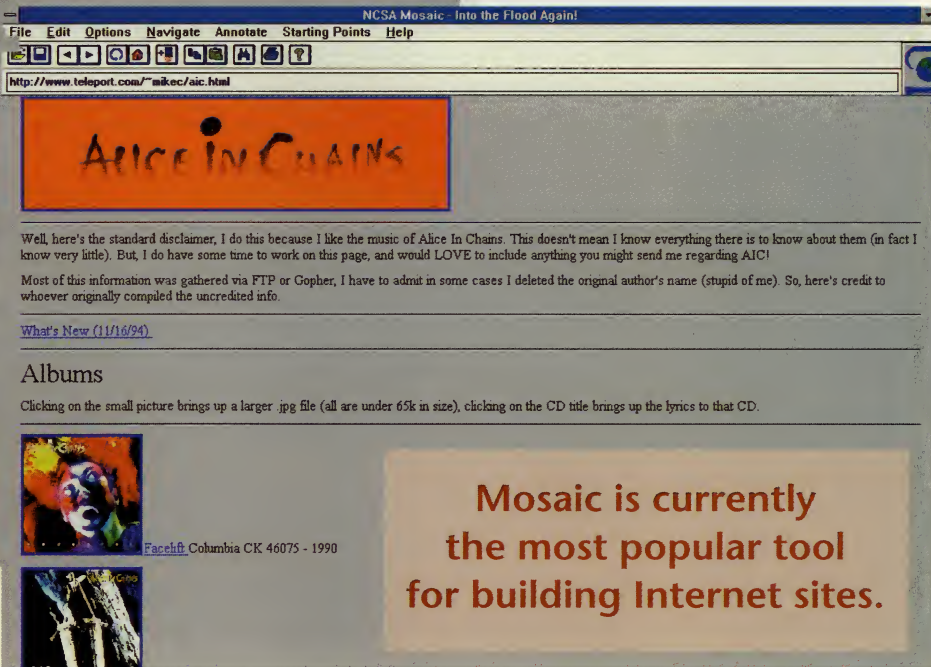
Some more advanced sites, like the Library of Congress Vatican Exhibit, have clickable maps which allow you to visually explore the directory of files, as if they were rooms in a museum, with audio explanations of the pictures and text which are presented. The Mosaic home page exists as a text file in the format of "html" or "htm." These files can be created and modified with great ease in almost any text editor program. Pictures, sounds and movies can be loaded quickly from the Internet through local executable programs like "L-View," "X-ing Player," QuickTime or just about any type of player which you select as your primary viewer for the specified type of file. Just as your computer can be configured to play certain sounds or load background pictures when you start-up your computer, so can Mosaic be configured to automatically load up the proper program for playing or viewing the file you choose to access on the Internet. If you don't know what players you have available on your system, or if you don't have any players

which allow you to access pictures and sounds in Mosaic, you can easily download (another feature) shareware versions of players at no cost from the various servers on the Internet.

This all sounds great, right? But what exactly does an individual have to do to obtain Mosaic software, what are the hardware requirements, and what are the costs? Well, here is the good news. The Mosaic software is free for academic, research and internal business purposes. It can be



downloaded off of the Internet by anyone with an online service account and can even be acquired from a friend without breaking the law. However, right now, unless



**Mosaic is currently the most popular tool for building Internet sites.**

you are a college student with access to the schools computer system, or a government employee, or unless you work for a company which has enough cash to pay for and maintain its own gateway to the Internet, you might find it pretty difficult to obtain (never mind understand) the proper hardware setup which will allow you to browse beyond your own home.

Luckily, most on-line services realize the importance of getting you access to the net, and are currently building full-fledged Internet browsers. This will provide many more people with connection to all of the great servers out there. However, even if on-line services can get you onto the Internet and try to give you all of the options available in Mosaic software, you will inevitably encounter delays in the transmission of the data, since you will still be receiving data over a phone-line. Probably the best thing to do is invest in an on-line service which provides full Internet access with a text-browser to cut down on the transmission time, and sit tight until you can get direct access to the Internet.



NCSA Mosaic - Federal Bureau of Investigation

File Edit Options Navigate Annotate Starting Points Help

http://naic.nasa.gov/fbi/



Reproduction of the FBI seal is prohibited under Title 18, United States Code Section 128-1.5007.

Federal Bureau of Investigation

FBI Mission

The overall mission of the FBI is to uphold the law through the investigation of violative intelligence efforts, to provide assistance to other federal, state, and local law enforcement to the Constitution and laws of the United States. This mission is further divided into 6

- Criminal Law Enforcement
- Foreign Counterintelligence
- Investigative and Operational Support
- Law Enforcement Services, and
- Direction, Control, and Administration.

FBI Cases

NCSA Mosaic - UNABOM Press Release

File Edit Options Navigate Annotate Starting Points Help


http://naic.nasa.gov/fbi/unabom.html


# UNABOM


## \$1,000,000 Reward


### SERIES OF 14 UNSOLVED BOMBINGS

Beginning in May, 1978, a series of 14 bombing incidents have occurred across the United States for which there is no apparent explanation or motive. No person or group has been identified as the perpetrator(s) of these incidents. The explosions have taken place in seven states from Connecticut to California. As a result of these bombings, one person has been killed and 23 others injured, some grievously. There had been no incidents identified with this series of bombings since 1987. However that changed in late June, 1993, when a well known geneticist residing in Tiburon, California, and a renown computer scientist from Yale University, New Haven, Connecticut, opened packages which had been mailed to them and both were severely injured when these packages exploded.

 Reason for making this information available

 Description of UNABOM

 Chronology of the UNABOM crimes



At this time, the UNABOM Task Force would appeal to the public for assistance. For this purpose, a **one million dollar reward** is being offered for information which results in the identification, arrest and conviction of the person(s) responsible. **Contact the UNABOM Task Force at 1-(800) 701- 2662.**

edu/Dave/drfun.html)

Yes, the web has its own comic site, you can't find it anywhere else. Its Dr. Fun, similar to Far Side humor. Tune in daily to get a laugh, presented in 24-bit color. Designed by Dave Farley (dgf1@midway.uchicago.edu).

Internet Underground Music Archive (<http://www.iuma.com/>)

Self-billed as "The Internet's first free hi-fi music archive," IUMA has set a standard for low-cost net commercialism. They offer independent bands and solo artists the opportunity to be seen and heard on the net for a very low fee, and best of all, they perform all of the scanning, recording, and digitizing of the marketing materials for the Artists. IUMA also showcases various established Indie and Major Labels. I give the IUMA

page high marks for its business style, excellent graphic and sound presentation, and content. However, the IUMA site is also one of the slowest to visit. It can take up to 10 minutes to download a 30 second soundbyte. Hopefully, some rocket scientist will figure out soon how to translate this stuff faster! Designed by IUMA (All contents Copyright 1994, IUMA).

—L.S.

Cool Internet Stops.

Alice In Chains ([http:// www. teleport.com/~mikec/aic.htm](http://www.teleport.com/~mikec/aic.htm))

A very cool example of a single-Artist music database. Included are 24-bit color images of the album covers, lyrics, album release information and catalog numbers, a history of the band, discography, a list of addresses for mailing lists devoted to the band, Fan Club information and guitar tabulature. Designed by Mike Coleman (mikec@teleport.com).

The File Room ([http://fileroom. aaup.uic.edu/homepage.htm](http://fileroom.aaup.uic.edu/homepage.htm))

A creative idea for building databases of information with focus on a particular topic - in this case, censorship. The pages are well designed, the directories are well organized, and the information is mind-baffling. You can look up (and also, add) detailed censorship cases by date, location, grounds for censorship, or the by medium censored. The cases currently stored date back to B.C. years and trace all around the world. A brilliant idea, and a site well-worth exploring. They even offer you help screens! Produced by

Randolph Street Gallery with the support of the School of Art and Design and the Electronic Visualization Laboratory at the University of Illinois at Chicago, and the Chicago Department of Cultural Affairs.

Late Show with David Letterman Web Server ([http://bingen.cs.csbsju. edu/letterman.html](http://bingen.cs.csbsju.edu/letterman.html))

Did your eyes close on you to early last night? Didn't you even stay awake long enough to hear Dave's top ten list. Or maybe you drifted off right as he started to read number 1? Well never fear, Letterman lovers—Dave's Page is here. Designed by Jeff Hoffmann (jahoffma@bingen.cs.csbsju.edu).

Dr. Fun ([http://sunsite.unc. edu/Dave/drfun.html](http://sunsite.unc.edu/Dave/drfun.html))

NCSA Mosaic - The Doctor Fun Page

File Edit Options Navigate Annotate Starting Points Help

http://sunsite.unc.edu/Dave/drfun.html

This is the Doctor Fun Page



Today's Doctor Fun in 24-bit gpeg format

Earlier Page

Your questions answered about Doctor Fun

Today's Doctor Fun and The Doctor Fun Page from the Information Liberation Front at Georgia Tech

Today's Doctor Fun and The Doctor Fun Page from (FUNET) in Finland

Today's Doctor Fun and The Doctor Fun Page from Norway

Latest Page: 640x480x16.7 Million (View 3.1)

DOCTOR FUN



GIVE IT A GOOD WHACK, PANDORA!

Pandora's Piñata



# the SCENE

ONLINE SERVICES

This is "The Scene", your guide to bulletin boards, and related services around the world. Our first stop is New York City. Why start in NYC? I live here. This is my base of operations—everywhere I travel in cyberspace starts here. If you're not from New York, please keep reading. I've traveled across the United States and I brought something back for everyone.

SONICNET 212-431-1627

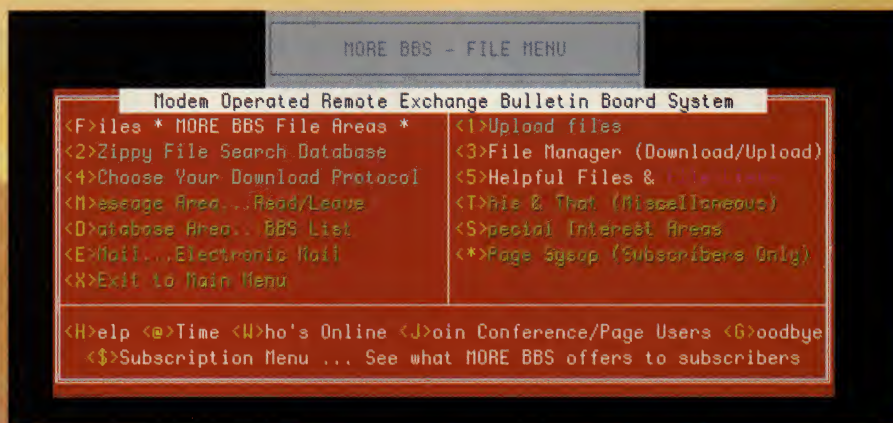
(32 lines)

No doubt about it SONICNET is the coolest BBS in the world! A relative newbie, this board was started June 1st of last year. Although SONICNET is in it's infancy, it stands way above the competition by using a very old concept. Instead of offering many services and trying to be a small version of Compuserve, SONICNET is theme-based.

SONICNET won't have the latest demo from Lucas Arts or details on DOOM II. What it does

offer is the most extensive and up to date information on the alternative music scene. SONICNET has everything from downloadable

any problem getting around. You can enter the store and search through a seemingly never ending database of CDs that you can then purchase on line. Or go the message area to post messages about music, locally or worldwide, over the Internet. SONICNET also offers on-line magazines, most of which are free. Some, such as the EYE, cost as little as two dollars to download. You can also download GIF maps that contain directions to clubs in every major city in the United States. The system is well maintained, easy to use and rela-



music by unsigned bands to maps of clubs in the New York area. Looking for fellow Pixies fans across the Internet, or for the bio of obscure Seattle bands such as the Fastbacks? SONICNET is the place to be.

SONICNET supports RIP and ANSI. Either emulation is set up so that the first-time user won't have

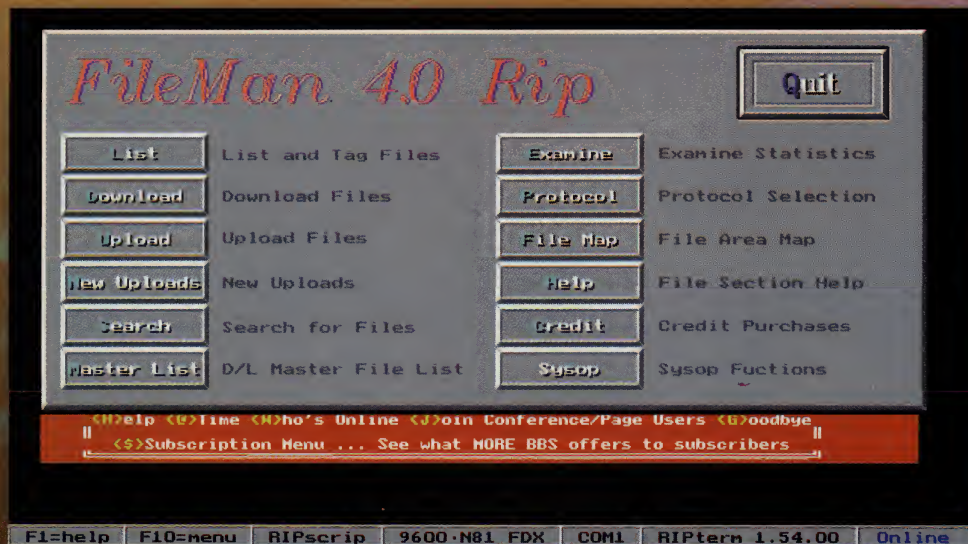
tively cheap—at \$10 dollars a month.

If you're into alternative music and don't feel that the major online services have what you want—quit AOL, Compuserve or whatever—and join SONICNET. This place is worth the long distance call.

MORE BBS 718-444-6952

(64 lines)

MORE BBS is a good full service board, a board trying to keep up the with changing needs of it's clients. The complete opposite of SONICNET, MORE tries to have a little of something for everyone. Like most BBS's, MORE suffers from an inability to change with the times. MORE still hasn't implemented RIP script and has little to offer in the way of Internet access, other than e-mail.





The people who run MORE are trying to bring it up to date and are friendly, as well as apologetic for their shortcomings. MORE follows a "proceed with caution" philosophy. This promises that anything MORE has available now will be in perfect working order, but it is slightly frustrating. Especially when it's been months since they installed a new satellite dish, but they still haven't worked all the kinks out of it yet. The dish, when installed, will give MORE the capability to carry every Internet and Fidonet conference, as well as many other services usually identified with larger boards. It won't come as a surprise to find that MORE keeps some of its best features in beta-testing forever.

MORE has a lot going for it—in spite of the problems mentioned above. I know of no other board in the New York area that dedicates as much of its hard drive space to games. MORE has a seemingly infinite amount of shareware and patches. The board was also quick to jump on the 28,000 bps bandwagon, which is convenient for those people lucky enough to own

a modem that fast.

I like the people on this board, including it's sysop. I also would like to give MORE a good review. Hopefully in a few months that will be possible. For now, the best I can say is that MORE is worth checking out, but I'd hold off on joining until they catch up to the rest of the world.

SUB POP Loser@subpop.com

The record company that brought grunge to your stereo now brings it to your home computer. By the time you read this, Sub Pop will be offering enough cool stuff—World Wide Web, Anonymous FTP—to make it a very popular Internet stop. You can also order music online and receive bio information on Sub Pop bands. The best feature Sub Pop has to offer is called SUBPOP-L.

SUBPOP-L works like a net news group, except it runs out of your E mail address. To subscribe, mail Lose@subpop.com and put



<Subscribe SUBPOP-Lyourname> in the body of your letter. After no more than two days, you'll find about sixty five letters in your mail box. SUBPOP-L isn't restrained to SubPop bands, or music, for that matter. Self described as a "free-reign, noise filled info-exchange", SUBPOP-L always has something interesting enough happening to make it worth scanning through the eighty plus letters you'll receive.

Know a great board? See something cool that you want share with other people? Think that I was wrong about a review? E -mail me at <FSK@morebbs.com>.

—F.S.K.





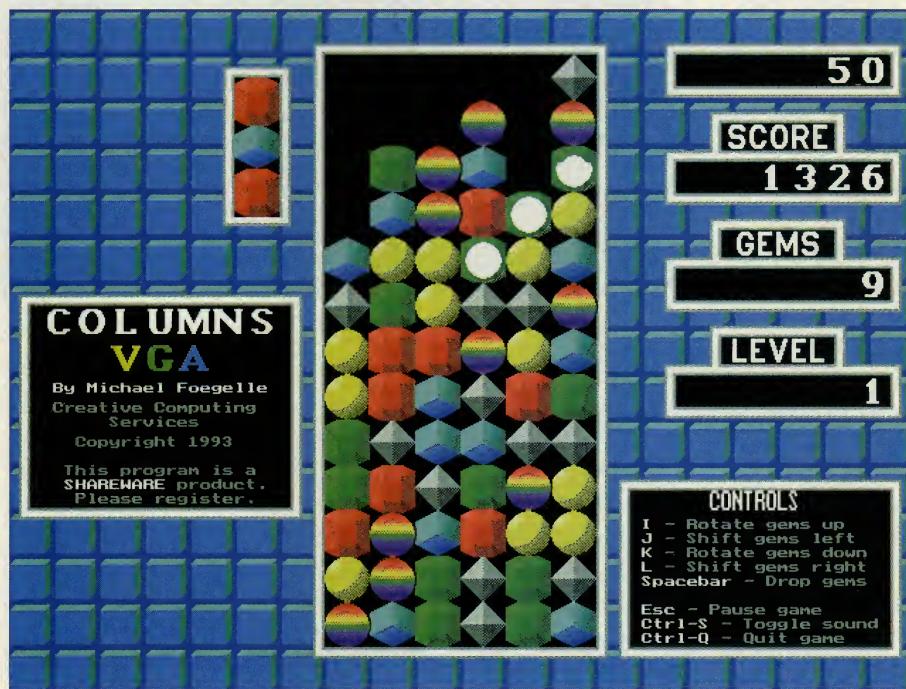
# DOWNLOADS

## The Best of Shareware & More

Welcome to downloads. As you may have guessed, this column deals with the largest and most silent segment of the computer software market. Programs that let you "play before you pay" are in more homes than software sold by traditional methods. The problem is that there are too many useless programs floating around in cyberspace. My goal is to sort through the muck—in order to find the really worthwhile stuff. As to why I picked these programs to review, you won't find any logic to it. This is what I'm into at the moment. Please send your complaints to FSK@morebbs.com.

COLUMNS shareware VGA, at least a 286. By Sound Barrier. Registration \$15.

I promise this will be the first and last Tetris clone reviewed by any member of the CYBERSURFER staff, past, present or future. The shareware market is overrun with mediocre Tetris clones. The game has been done to death. Note to programmers: I don't care what new cool thing you come up with. If you send me a Tetris clone, I'll hurt you really badly. I'm not going to say how, but I will find you and make you pay.



Even though I'm sick of Tetris type games, I still need something to do while talking on the phone.

Even though I'm sick of Tetris type games, I still need something to do while talking on the phone. Originally developed for the Apple II, COLUMNS is still the best game of its genre. COLUMNS has been around a while and it shows. The game is easy to set up, glitch free and takes about 30 seconds to configure. COLUMNS works like Tetris—things fall and need to be matched up correctly. What makes COLUMNS different from other Tetris style games is that it incorporates a diagonal level of play. Because COLUMNS is responsible for getting me through more than one boring conversation

with my grandmother, I recommend you register your copy.

NITEMORE 3D, 386 minimum. Registration \$15.

As the name implies, NITEMORE 3D is part of the Castle Wolfenstein 3D genre. Basically, you're in a mad scientist's haunted house. Your mission, surprisingly enough, is to find the clues that lead to him. Along the way you fight different creatures of the night and you kill them or you get killed. Eventually, the two of you meet and battle it out.

So the story line is about as rehashed as it gets. What can I say—the game is a lot of fun! In order to save you some time, here's a few hints. First, lower the sound. My Atari 2600 was less annoying to listen to. I needed four Advils to get over this one. Second, the game has three levels





of difficulty—start out on the hardest. The game is designed so that you have to look for a lot of hidden passageways. As far as I'm concerned, I want as many bats and ghouls attacking as the game will allow, otherwise it's kind of dull. Finally, don't attack the first guy you see, he's the main villain and no game should be that easy.

I liked everything about NITEMORE 3D except for the sound quality. The graphics were interesting, if a bit underwhelming. The environment was well thought out, although a bit unchallenging. I would have liked to give this game a better review, but it's hard to give this sort of game a fair review, when we're living in a post-DOOM world. Overall, the game is worth checking out, although I wouldn't put it at the top of my download list.

GALACTIX by CYGNUS SOFTWARE VGA, at least a 286 freeware.

The year is 2019 and you



## Galactix is one of the best games of its kind.

have to protect the earth from Aliens. This game is the great-great-great-grandson of Space Invaders. The bad guys come at you and you shoot them before they shoot you. If you like killing things, then this game is for you. Personally, I like killing things. What I mean is—I like killing bad guy aliens, so don't start e-mailing me just to tell me that I'm sick (I get enough of that sort of mail as it is).

GALACTIX is a well made, obvious game. You have seen it and done it before. But the fact is, the reason games like this are still around is that they are a lot of fun.

you can run WTO. \$15 to register.

Yes, it's a utility. No, nothing blows up. Yes, some people actually request this sort of information. I promise to only review one utility program per issue. Besides, this is a really cool utility.

If you're a member of AOL, you need this program. Produced by Prism Elite, WAY TO GO (WTO) gives AOL's interface some much needed muscle. This program is packed full of great stuff and once you start using it, you won't be able to live without it.

WTO allows you to put your most used commands, text and sounds in its pull-down menu. This speeds up navigation to the places you go to most often and makes communication a lot easier. The WTO clock allows you to set a time limit, so you won't be surprised four hours later that you've lost yourself to the online world. When you log off, WTO shows you how much time you spent online and how much you'll be charged. The one feature that makes this program indispensable is that it takes full advantage of Windows "multitasking" environment. WTO allows you to minimize AOL while you're downloading. This makes WTO an invaluable program and takes the sting out of living at 9600 bps. Definitely worth checking it out.

—F.S.K.





# the Pipeline: This is NOT your father's Internet

Imagine your own little Internet—full of pictures and icons and lists—just waiting for you to make a few mouse clicks and go surfing. If you can't, don't worry. You aren't alone. Look at the pretty screen pictures and read the captions. When you are done, we'll continue.

OK, then. Pipeline will put you on the Internet fast. No messy setup. No unholy TCP/IP configu-

No secret codes. NO DOS VERSION! Many buttons. Much clickage. Spend more time surfing the Internet and less time trying to get there. If you want to find a FILE, click the "File" button. Pipeline asks if you have a particular file in mind or if you want to have Pipeline search for files for you.

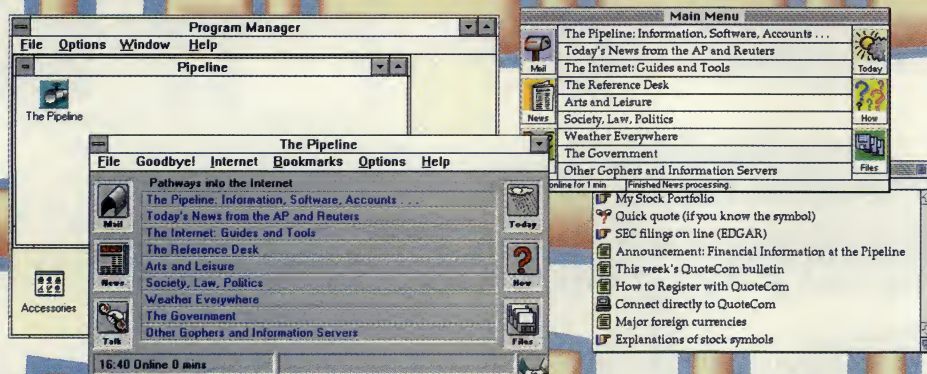
If you want to read your MAIL, press the "Mail" button.

**"Pipeline is the Baywatch of cybersurfing. This isn't to say that they aren't doing something important here. You just don't have to think very hard. Just look around and enjoy the ride."**

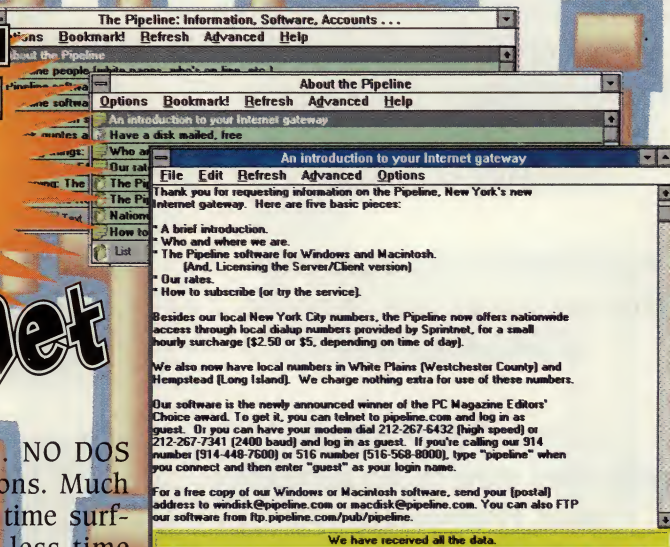
rations. No tech support calls. Install the software for your PC or Mac. Dial. Surf.

The mail interface is comparable to any good e-mail package. You manage your messages in folders

**The main screens in the Windows and Macintosh versions of Pipeline are nearly identical...**



**...and they resemble the main screens of a great online service rather than your usual Internet provider.**



you get to create. Double-click to read a message. Press the "Reply" button to reply.

If you can't figure out HOW to do something, click the "How" button. Do you want to TALK to someone? I don't think I need to explain how that works in Pipeline.

There is a pattern here and the pattern is simple. Pipeline is to the Internet what Hooked-On-Phonics is to reading. Pipeline is the Baywatch of cybersurfing. This isn't to say that they aren't doing something important here. You just don't have to think very hard. Just look around and enjoy the ride.

**Why is this happening to us?**

This is all happening to us because James Gleick—biographer of geniuses, science-type guy and Interpreneur—wanted to make the Internet a better place for humanity. I can definitely see a Novell Peace Prize in this man's future.

Gleick was using the Internet for research or to send mail or to do whatever it was people did on the Internet before Pipeline came along and he wondered if there was a way to make the Internet easier to use. Why can't we put a friendly face on the Internet like Windows put on DOS, choose things from menus, double-click on lists to download cool games and enter search requests in good-



Pipeline's Internet news readers are as easy to navigate as the best e-mail programs.

An arrow indicates that the message is a reply to a previous one.

A red check mark indicates you have already read the message.

looking forms? He hooked up with programming guru Uday Ivatury and they made Pipeline. Simple Internet interface, but more than just a flock of buttons.

They weren't the first graphical Internet for PCs or Macs, but they are doing things that no one else is doing. Pipeline's coolest feature is made possible by its PINK SLIP technology.

When you do things in UNIX or a UNIX windowing system, each of the things happening in a different window is a different process. They all happen at the same time. No window waits for any other window.

On your PC only one thing happens at any time. The front window hogs the machine's attention. The windows in the back have to wait. They suffer. You suffer.

But there is a way out. When

you use your Pipeline software you can open many windows. Each window's function occurs at the same time—they share your modem line and your PC's attention. You can download a chapter from a book in one window, search servers for lyrics in another and still read and write e-mail in others. When a window is done it tells you it is done and it displays its contents.

This is what PINK SLIP is managing for you. The same way Pipeline can handle many callers at the same time, it can also handle many requests from a single caller. Each request is sent a reply by the server and your PC feeds these replies into the destination window. Usually this all happens so quickly that you can't even get a second window open before the first one is done. Way up there on our Very Hot Feature scale.

**Your friendly, value-added Internet provider.** If you think you need more than basic Internet to have a great on-line service, Pipeline agrees with you. Why stop at simple butt-stomping Internet services?

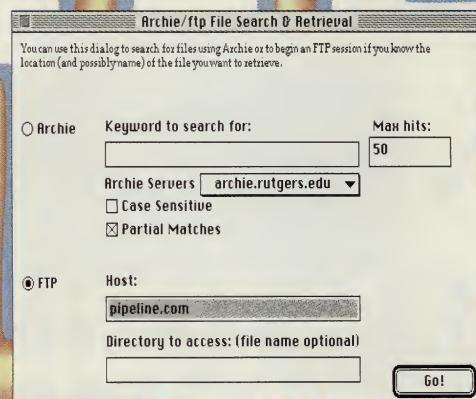
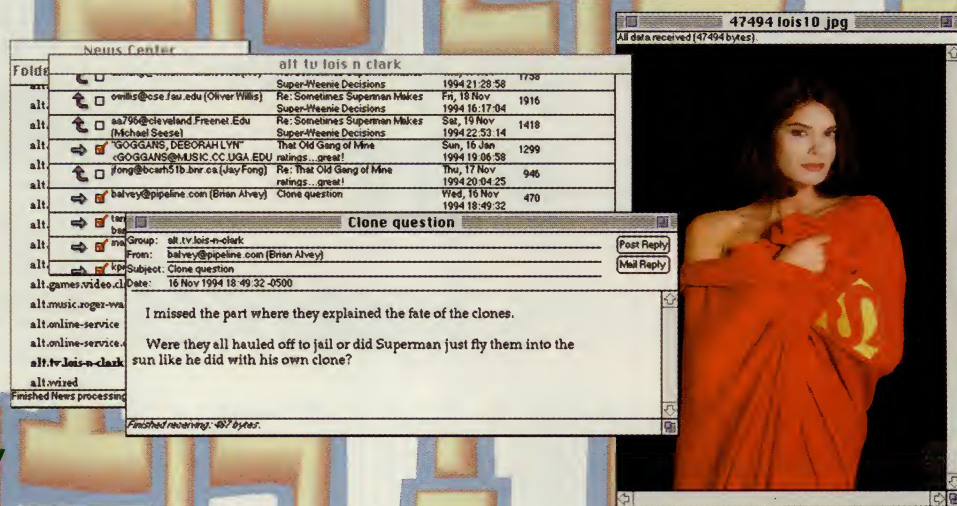
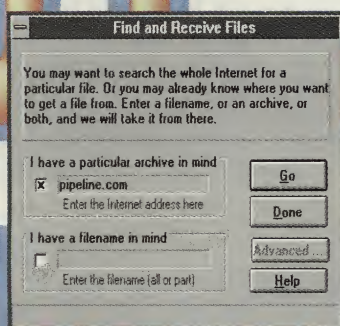
When you get Pipeline you also get stock market quotes. You get AP and Reuters news feeds. You get your regional weather. And if you act now, you get these lovely cyber-steak knives. Please ask for Judy when you call and mention the CyberSurfer.

When you read the "Today" report, you get your weather reports and updated information on the state of the Pipe. They let you know when Pipeline t-shirts go on sale and how to get them. You find out what services are being added or announced.

They let you know where to go for business and financial

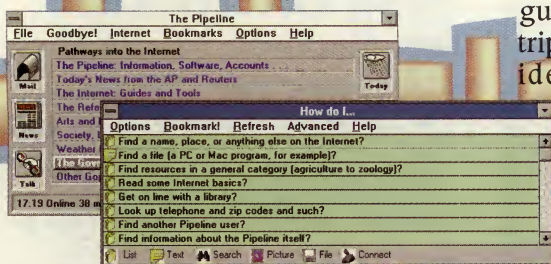
Using Pipeline, searching for files on the Internet is as easy as filling out a dialog box.

Experienced Internauts can be more specific in their search requests.





## Beginners can get help online in the "How" section



information and by the time you read this they will have the New York Times classifieds on-line. Now you can look for jobs through your Internet provider while you sit at work (underpaid)—and they don't take a headhunter's fee. This means they offer Internet access, extra features like the big services and now they have things no one else is providing anywhere.

### Beta testing, it's for everyone!

How do I get someone to put key commands in Pipeline for those features I'm using all the time? It's easy. I ASK THEM.

Drop them a line on one of their Pipeline software news forums. They play requests. Unless you are really way off (like screaming "Bring the Noise!" at a John Denver gig), they usually put them in. If they don't, they'll tell you why the request won't fly.

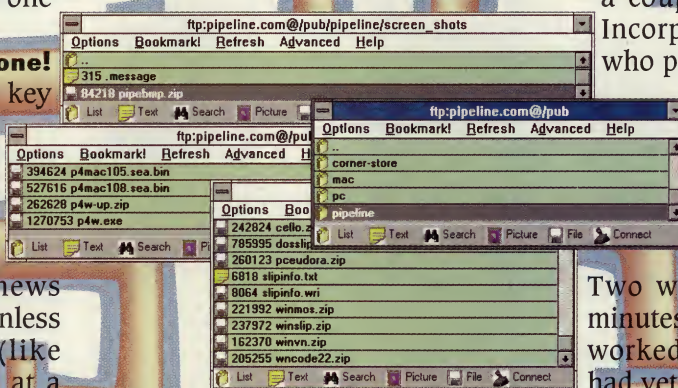
Someone asked for a menu choice "Show My Time On-line". They already had one showing your time this session, but within the week the next release had a menu choice showing the time you have used so far this month.

If you cannot wait to see these features in later releases (and weekly updates just don't happen fast enough), you can get a real glimpse of the future by downloading a beta (not-yet-ready-for-prime-time) version of the Pipeline software. These are the versions they are working on for the far future (a month or so in Pipeline terms—they work fast).

While everyone is surfing version 1.42c, you are checking out version 1.94, a test version which will lead to version 2.0. They don't guarantee it will be a crash-free trip, but you can get a very good idea of the features they are adding to make the Pipeline software even more light years ahead of its competition.

The Windows software had a character-based World Wide Web browser in version 1. Using the beta version for Pipeline for Windows 2.0, I got an advanced look at the Mosaic-style graphical Web browser. It rocked,

## Advanced users can get to their favorite sites faster just by double-clicking



but I did get hung up looking at some home pages. The screen jittered and the software would crash trying to refresh some of these pages. Send in your complaints about the beta versions and they will work them out.

Some services choose a select group of users to try their early beta software. Pipeline has a dedicated section where users pick up the latest betas as they come out. Why have a small group of users test your product? Why not distribute it to every single user and get feedback before releasing your final version? Sounds like they know what they need to do to stay on top.

**Windows user tips.** Read the pipeline.windows, pipeline.soft-

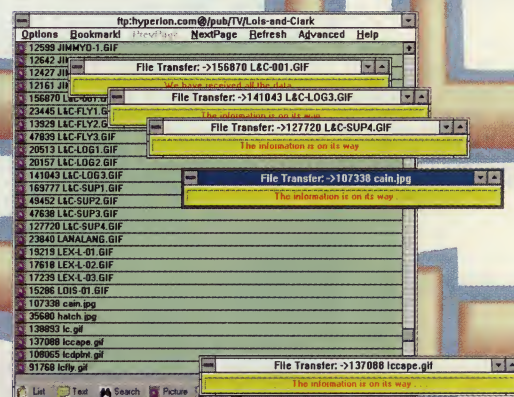
ware and pipeline.beta.windows news forums. Ask questions and read everyone's answers. These groups are especially great for new users.

You may have questions about certain features when you first start to use Pipeline, but the software comes with great documentation. To Windows and Macintosh users the software is very intuitive and you always have the option of asking the person surfing next to you in cyberspace how the game is played.

**Macintosh user tips.** Read the pipeline.macintosh news forum daily. If you are having trouble with the software or you have a suggestion for a feature which will make your surfing that much more exciting, let them know. I dropped a couple of messages to Arcus Incorporated, the programmers who put together the Mac version of Pipeline, and I got results.

At 6:30 PM on a Wednesday night I sent four questions to the pipeline.macintosh forum. Two were answered within ten minutes and one had already been worked into an upgrade which I had yet to download. Jonah Benton of Arcus (arcus@pipeline.com) came back with some fast

## Anyone can download multiple files—all at the same time





Having missed many episodes of the A-Team, I was overwhelmed to find the complete listing of A-Team episodes—with guest stars! Did you know Ken Norton was on an episode in the first season? Or that Tracy Scoggins—Lois and Clark's Cat Grant from their first season—has made a few appearances?

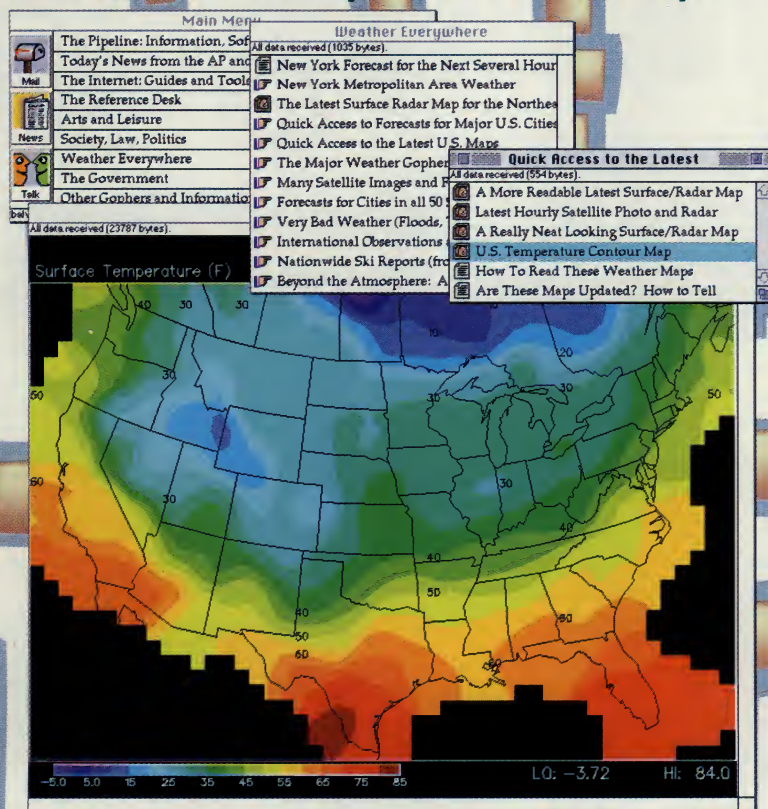
answers—techniques I immediately used.

One of my favorite features is in their mail software. When you reply to a message someone else sent you or posted to a news group you can quote them by selecting the text you want to quote and then pressing the "Reply" button. The selected text becomes the quote in your reply. Very slick. No retyping, copying, pasting or trim-

ming the quote. It only quotes the text you want.

I stumbled across this feature without knowing it was there and I offered a seven burrito reward to the person who came up with it. Jonah said he'd send his address, but he's busy either putting great new features into the Mac Pipeline software or providing lightning-fast responses to the other inhabitants of the Pipeline community.

**Pipeline's services also include links to regional and local weather reports and color maps.**



**A list of people you might not have expected starred in A-Team episodes includes: Dean Stockwell; Markie Post; Isaac Hayes; Boy George and Culture Club; Tia Carrere; Joe Namath; Hulk Hogan and William "Refrigerator" Perry.**

**How many of those do you remember? Yeah, me neither.**

**Getting your hands on Pipeline.**

Call 212-267-8606 from any terminal program. Log in as "guest" and travel through the menus until you are downloading the Pipeline software. Choose PC or Mac. Decompress, install and hit the surf!

You can also call Pipeline directly at 212-267-3636 and they'll sign you up and mail you the software you need.

**Dipping your toe in the water.** I cannot believe you. You won't take my word for it. You just have to go and demo Pipeline for yourself. You know a bit about the Internet and you are waiting for that special service to come along and get you hooked. Well, they're waiting for you.

Once you get the software, you can try their service without paying them any money! Connect to Pipeline and log in as "guest". You can use most of the features for free for ten minutes. You can't use the mail features as you are a simply a tourist and tourists don't get mail. Long before the time has expired, you will most likely be signing up as a permanent user. Then you can do e-mail.

They offer many levels of monthly plans for residential and corporate accounts. They also have several ways to connect including rlogin, direct dial and TCP connections.

—B.D.A.



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THE NEW STRATEGY GAME THAT'S  
DIFFERENT EVERY TIME YOU PLAY.

**D**ominus is a new genre of strategic war game. A real time simulation that blends the best elements of fantasy role playing and hand to hand combat, Dominus allows you to stand back and run the war from above, or grab a weapon and join the fray. So you can fight the way you want. And with 7 difficulty levels, Dominus is fun for first-time players and war game veterans alike. Defend your domain from invading clans by deploying monsters, casting spells, setting traps, capturing your enemies and interrogating them in the dungeon. Then

combine your helpless prisoners with your hideous monsters to create your own more powerful hybrids.

Each of your decisions causes different strategies and reactions in your enemies, so every game is unique. Grab your sword and leap into Dominus.

It's a cut above, a step beyond, and a world apart.

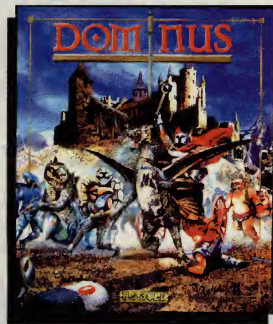
**Are you ready for Dominus?**



Available for IBM PC Floppy Disk and IBM PC CD-ROM

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# leaving GENie

The problem with reviewing GENie is where to start. This system has so many problems, I can only assume that the corporate heads at General Electric decided to shut the system down in 1989, but no one could find the main switch. GE fired the staff and figured that eventually the system would breakdown on its own. This theory doesn't sound too far fetched, considering that many people believe GENie is actually run by ten networked Commodore 64's bought at a garage sale.

Someone at GE must have found out in which basement the GENie mainframe was kept and decided to attempt to make the system competitive. Almost a year after I joined GENie, (I quit after the first week), I got a truly lovely greeting card from GENie herself telling me how much I was missed and wanted. Missed and wanted for almost a year and now she gets up the nerve to ask me back! To make up for any problems of the past, GENie offered me a new front end program and fifty dollars in on-line credit. Holding a grudge is not my style. Besides, maybe my example of tolerance will inspire others to be more forgiving. Peace and love would sweep through the world and Van Halen would take back David Lee Roth. Right.

The front end program (GENie for Windows) sucks. The most annoying aspect of the pro-

gram is that it doesn't make using GENie any more convenient than any good communications program's preset GENie menu. GENie For Windows tries hard to convince you that you are on America OnLine, but this only serves to remind you of GENie's limitations. One nice feature is that when you move to a different room, different colors appear at the top of your screen. They are never explained (no documentation came with the disk), but they look nice and are a slight distraction from the slow response time.

Entering GENie's chat area can only be described as scary. The last time I logged on (7pm to 9:30pm) most chat lines had five people maximum. Feeling that I was only seeing the negative side of GENie, I entered a general chat line in the hope of asking people to name the best GENie has to

offer. Before asking questions, I checked out the conversations all ready taking place. The first line I read "GENie needs some coffee," followed by "GENie is running slow tonight." I explained that I was new to the system and asked "Why are you on GENie, what makes it better than other systems?" Most people I talked to cited price and online games as the main reason to belong to GENie.

Could it be possible that GENie didn't like to talk, maybe she just wanted to play games?

Not seeing a price difference large enough to make up for the lack of services, I decided to check out the online games. After downloading CYBERSTRIKE, which is described as the easiest game to learn, I installed it and was ready to give GENie one last chance.

I logged on to GENie with the CYBERSTRIKE program. Apparently CYBERSTRIKE wasn't able to enter my user ID and password correctly. I attempted to logon manually and GENie still wouldn't accept my ID. I checked and rechecked everything. Realizing the amount of E-Mail I would receive if I blamed GENie for something I overlooked, I started over from the beginning. I deleted the game, downloaded a new version, configured the settings and tried again. GENie refused to accept me.

I started to wonder if GENie realized who I was. Could this all be because I shunned her after only a week without any explanation? I decided that we had to talk. I called customer service. I couldn't finish the article without reviewing GENie's online games. GE places ads in every magazine telling people that games is what GENie is all about. It seemed unethical for me to not at least try one online game and CYBERSTRIKE was billed as their easiest game. Was the logon process considered level one? After waiting on hold for 12 minutes, I forgot about the games. I decided that writing would be the best way to clear the air.

Dear GENie,

Thanks for the second chance, but I don't think it was meant to be. I hope that you will someday see this as a learning experience. I know that's how I'll remember our short time together. By the way, could you forward the \$50 credit to my Pipeline account?

Sincerely,  
Scott

```

** Thank you for choosing GENie **

The most fun you can have
with your computer on!

Copyright (C), 1994 by
GE Information Services, Inc.

GENie Logon at: 01:37 EST on: 941205
Last Access at: 00:00 EST on: 000000

Welcome to GENie (R), the doorway to
the Information Age. GENie will guide
you through that world and will be at
your command to guide and advise you as
you explore this new age.

GENie is brought to you by the GE
Information Services INC.

GENie will display menu pages from
which you simply type a number and
press your RETURN key. (Some computers
label the RETURN key "ENTER".)
    
```





# Report To The Bridge.



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.

Starfleet has appointed a new Commander of the Starship Enterprise: You.

In "Future's Past," the new *Star Trek: The Next Generation*® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... **BOLDLY GO WHERE NO ONE HAS GONE BEFORE™**.

## STAR TREK THE NEXT GENERATION®

"Future's Past"

Spectrum  
HoloByte

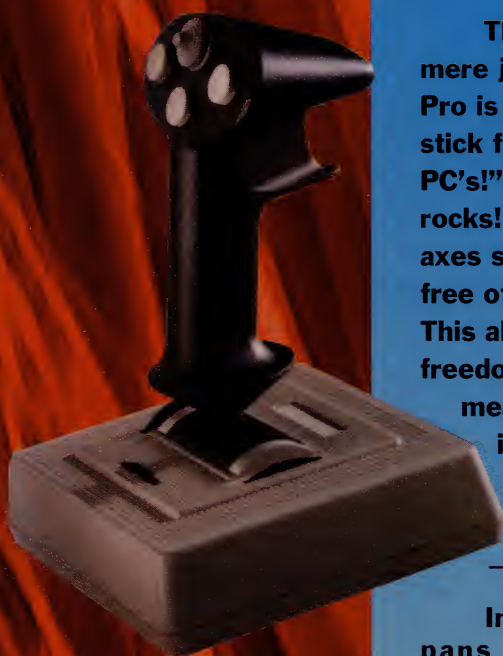
SUPER NINTENDO  
ENTERTAINMENT SYSTEM



Also coming soon on IBM CD-ROM and 3DO.



# GEAR



The Flightstick Pro is no mere joystick, no the Flightstick Pro is "the ultimate combat stick for IBM and compatible PC's!" The Flightstick Pro rocks! It uses two independent axes so the up-down motion is free of the left-right motion. This allows an almost absolute freedom of motion. It also

means when you pull back on it you are less likely to rip it off the table.

The controls are great, too. There is a trigger along with four operated buttons, one of which acts like a mini joystick. It goes left-right & up-down.

On Tie Fighter, for example, this allows you to activate shields or choose weapons. CH Products, makers of the Flightstick Pro, has agreements with a bunch of software makers to fully utilize the Flightstick Pro's features. It allows complete control with one hand free and retails for about \$70.

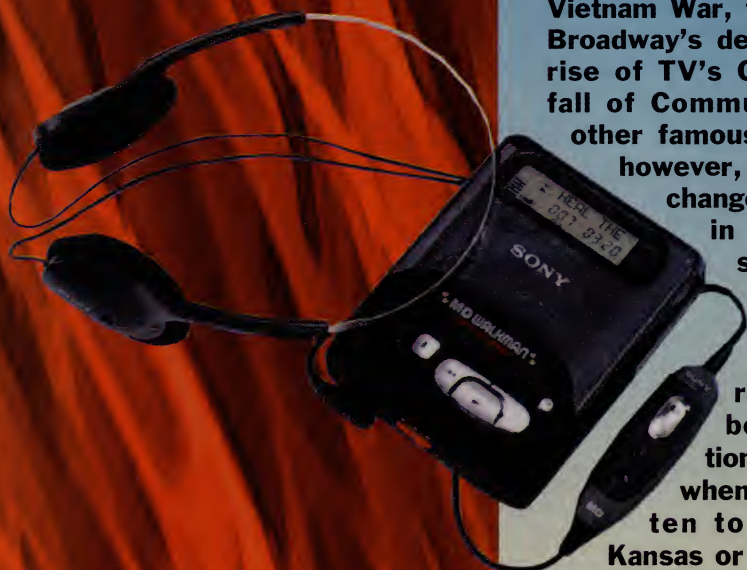
In the relatively brief lifespans of the well-groomed, young go-getting staff here at CyberSurfer the world has changed many times over. There was the end of the Vietnam War, the energy crisis, Broadway's delightful Cats, the rise of TV's Cosby Show, the fall of Communism and many other famous events. Surely, however, the most exciting changes have happened in the field of consumer electronics.

Our older staff members remember a time before the invention of the Walkman when people would listen to musicians like

Kansas or The Bee Gees in vehicles known as Pacers on a device called the eight-track tape player. Eight-track tapes were cumbersome, unwieldy things—far too massive to slip into jacket-pocket of a lime-

green leisure suit. Compact disks and sobriety have made this scene look quaint. We however may be at the beginning of a new revolution. If the prophets are correct, the mini-disc is the wave of the future. Why? Do you remember how much it cost to update your music collection to CD? Another reason is the mini-disc gives digital quality sound while also being recordable. The best of CD's and the best of cassette—it's so win-win!! They claim you can record over the same mini-disc a million times without a loss of sound quality (Personally, I don't have that kind of time). Blank 60 minute discs cost about \$14.

It'll be a while before all records are available on mini-disc. Current artists include R.E.M., Eric Clapton, The Lemonheads, Pearl Jam and so many more. Oh, yeah the Sony MZ-R2 portable player/recorder at left, retails for about \$750.





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It's available at AT&T Phone Centers and else-

where. The suggested retail price is \$175. By calling 800-2-SWATCH, you can activate the beeper though MobileComm (a Bell South company). This costs another twenty bucks. The monthly beeper fees average around \$10 but could be a little more depending on where you live. In some areas you can get a break by buying a year's worth of service up front.



We know the problem. You're sitting in a darkened room playing your favorite flight simulator program or maybe even Tie Fighter. The graphics kill, the sound is booming, but somehow the illusion just isn't complete. We know the feeling, but fear not, all is not lost: The solution—surplus military hardware!

For a mere \$350 plus shipping you can

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You can get your hands on this baby from the U.S. Cavalry catalogue by calling 800-777-7732. They have a wide range of products for military-law enforcement enthusiasts/lunatic fringe types. If you place your order early, they may still have the Russian Helicopter Helmet—a steal at \$450.





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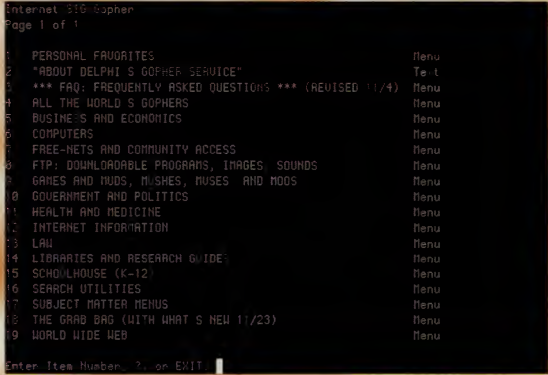
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# the exodus at delphi

Plugging in to Delphi is the online equivalent of eating white bread. Delphi may have put the Internet between its two slices, but in the end it's still a pretty bland sandwich. Delphi is trying to compete with Compuserve and AOL for your online dollars. If you want the Internet, you can find it a lot cheaper using a local provider. Adding the Internet doesn't hide the fact that Delphi is astoundingly boring.



Does the idea of having the "X Files" online seem interesting to you? If so, stop reading and log onto Delphi right now. You're missing out on important information. Having the X Files online doesn't seem as cool as the people on Delphi keep telling me it is. I'm trying, really I am, but I just don't have it in me to care. Now that Rupert Murdoch has made Delphi part of the FOX network, you will be able to get all the information you want about the FOX networks shows online. Do you really want this information? I love the Simpsons as much as the next

guy, but I'm not going to pay for the privilege to a read press release.

Delphi keeps promising that changes are coming—the types of changes that will make you want to join their neighborhood of the global village. If these changes are in the form of promoting FOX shows, the real change is going to be how few people will be found on Delphi.

Overall, Delphi just seems to be lacking in anything interesting. Even the very cool Penn & Teller area seems like someone at Delphi is just grabbing at straws. Actually, finding something good on Delphi just reminds me of how little is happening throughout the service. At the moment, Delphi doesn't have anything to offer that distinguishes it from the other majors. The ideas that are in the planning

We have collected good cheer of all persuasions from all over the Internet in our annual Holiday Gopher. Type: GO ENTERTAINMENT HOLIDAY

The Economy after the Republican sweep --  
That's this week's topic on SoundBites, the most readable opinion forum on DELPHI! All comments held to eight lines.  
From any DELPHI menu, type: GO NEWS SOUNDBITES

Do you use DELPHI an hour per week or more? Then save money, by joining the GO/20 Advantage Plan! Join today to enjoy rates as low as \$1 per hour, starting December 1. For more information, and online sign-ups, type: GO USING ADVANTAGE

Virtual charades!  
Join the chat gang each and every night for in-depth and out-of-depth chats and chat games! Try your luck at Squigglez (word game), Trivia, or our hottest and latest game, PHOTO (charades type game)! Type: GO ENT CHAT and let the stress of the real world pass you by!

SLEUTH to JARVIS: "How could you overlook all those nuances in INTERVIEW WITH THE VAMPIRE? Was your intellect logged off?"  
JARVIS: "Most of the 'ideas' you detect in INTERVIEW sprang fully-formed from your own, caffeine-addled brain."

DELPHI's own Siskel & Ebert bore their fangs over INTERVIEW, STAR TREK, and more in the Movie Center forum. Type GO ENT MOVIE CENTER.

MAIN Menu:

Business and Finance	Member Directory
Computing Groups	News, Weather, and Sports
Conference	Reference and Education
Custom Forums	Shopping
ELECTROPOLIS (Games)	Travel and Leisure
Entertainment	Using DELPHI
Groups and Clubs	Workspace
Internet Services	HELP
Mail	EXIT

MAIN:What do you want to do?

stages look even more boring than what is available now. You might as well avoid the mass exodus that is about to occur by just avoiding Delphi altogether.

—F.S.K.

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Helping you connect to everywhere!

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UNITED ARTISTS PICTURES PRESENTS A SERAPHIM PRODUCTION CLIVE BARKER'S "LORD OF ILLUSIONS"  
SCOTT BAKULA KEVIN J. O'CONNOR FAMKE JANSSEN AND DANIEL VON BARGEN EXECUTIVE PRODUCERS STEVE GOLIN AND SIGURJON SIGHVATSSON MUSIC BY SIMON BOSWELL  
PRODUCED BY JOANNE SELLAR AND CLIVE BARKER WRITTEN FOR THE SCREEN AND DIRECTED BY CLIVE BARKER  
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# Coming Attractions

**T**ime Warner Interactive will be releasing their cyborg **Street-Fighter**-style CD-ROM **Rise of the Robots**. The CyberSurfer got a hold of the demo CD-ROM and oh boy did it look amazing!!!

**LucasArts**, hot off the success of **Rebel Assault** and **Tie Fighter**, will be releasing their **Doom**-killer, **Dark Forces** in January '95. If the screen shots available on **CompuServe** and **America Online** are any indication this one should be killer! **LucasArts** will also be releasing two non-**Star Wars** games. **FULL THROTTLE** is a dark action-packed CD-ROM adventure of motorcycle gangs... cool. Word has it the **Industrial Light & Magic** did the special effects for the **Dig**, a CD-ROM adventure co-designed by **STEVEN SPIELBERG!!!** I smell a blockbuster.

**Sony Imagesoft** is coming out with the eagerly-awaited **Johnny Mnemonic** video game based on the short story by **William Gibson**. Look for the movie starring **Keanu Reeves** and a

killer soundtrack!!!

The makers of the **Prince CD-ROM** (see page 30) are coming out with the **Bob Dylan Interactive CD-ROM** in December. It will include unreleased songs and video clips that span the artist's 30+ year career. The CyberSurfer hopes they have the sense to put it on multiple CDs!!!

**Digital Pictures** is keeping busy making some of the best full-motion video products around.... look for **Scottie Pippin's Slam City Basket Ball**, the PC version of the SEGA CD-ROM, **Night Trap**, and their Navy Seal-Voodoo-Zombie shoot-'em-up **Corpse Killer**.

**Voyager** is coming out with some surprisingly mainstream CD-ROMs including the cult classic **Spinal Tap** with a way-cool search

feature and **30 years of People Magazine** which will include hot links by drug addictions, scandalous affairs, and the like. Excellent.

**Paramount Interactive** will be releasing yet another Star Trek CD-ROM. **Deep Space Nine: The Hunt** should be available by the time you read this. Look for the CyberSurfer's round up of every Star Trek game ever created in Issue 2! Paramount's **SKULLCRACKER** arcade horror game for PCs will "appealing to either gender" with giving players the option to play as **SKULLCRACKER's** female partner **BONEBREAKER**. Politically correct or market savvy?

**SPECTRUM HOLOBYTE** is running at break neck speed to complete the **Star Trek Generations CD-ROM**... oh boy another Trek game.

**Sony Music** will be continuing its romp into the information age by releasing a number of **CD-Plus** titles in December 94. CD-Plus titles will be able to play audio in standard audio CD players and multimedia programs in PCs... ON THE SAME CD!!! Initial candidates include **Mariah**





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Carey, Bob Dylan, and Pearl Jam.

ROCK N' ROM: Other music acts getting in on the action include the **Rolling Stones Voodoo Lounge CD-ROM** that lets you "party with the Stones" in a virtual hotel room, and The **Cranberries CD-ROM** due out in February. The **Vid Grid** from **Geffen** lets you put together mov-



ing pieces of music videos including: **Red Hot Chili Peppers, Metallica, Ozzy Osbourne, Guns N' Roses, Aerosmith, Peter Dinklage, Soundgarden, Van Halen, and Jimi Hendrix.**

**Medio Multimedia**, having just released yet another line of quality products (see the **Vietnam CD-ROM** on page 26), will be jumping onto the **Internet** with a new online service that incorporates their line of CD-ROMs. **CyberSurfer** got a preview and boy is it hot!!! Their **JFK Assassination** disk is sure to stir up online debate.

**Microsoft** continues its quest to take over the world with their \$10 million dollar marketing campaign to push **Microsoft Home** products. **Take it easy Bill**, we all love your products, you don't have anything to prove.

**CompuServe, Delphi, GEnie, America Online, and Prodigy** have promised major improvements in **Internet** access as soon as they are available!!! For those of us who want to use



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## COMING ATTRACTIONS

the **Internet** today call **Pipeline** for a great MAC and Windows interface at a great price...212-267-8606 and see page 59.

Look for **GAMETEK's Saturday Night Live 20th Anniversary** two-CD package for Windows and MAC.

Don't be surprised if you hear of more Video Game inspired movies in the near future. Rumor

**NEXT  
ISSUE  
ON  
SALE:  
APRIL  
25,  
1995**

has it that **Sierra** has been approached by a number of interested parties for the movie rights to **Leisure Suit Larry**. CyberSurfer nominates **John Laroquette** for the role. **Id** software, hot off of the success of **Doom II** may be looking at another dump truck full of money on their back porch for the movie rights to their hellish vision? Who would star in **Doom the Movie** you ask? How about **Arnold, Jean-Claude, or Sly?** (No way. It's made for Hong Kong action hero, **Chow Yun Fat**—K.W.)

**Activision** will be releasing a revised CD-ROM version of the **Atari 2600** classic **Pitfall!** One of the programmers told us that he is going to include the entire original game somewhere in the new version...talk about an **Easter Egg!**

**Blizzard Entertainment's Warcraft Orcs and Humans** is now available... "so what," you say? Well, it lets you play head to head over the phone... cool! Hope it's a local call! **Grolier** debuted a **Wyatt Earp CD-ROM** at **Comdex** that is part history lesson and part interactive game...we'll get back to you with a verdict.

**Accolade** is working on **CYCLEMANIA** the first CD-ROM motorcycle game created using real digitized roads—wow. **Accolade's Live Action Football**,

with over 600 full motion video clips, will be shipping by Superbowl time.

**GameTek** is getting ready to unleash **HELL: A CYBERPUNK THRILLER**. It stars **Dennis Hopper**, supermodel **Stephanie Seymour** (uh, huh huh, cool), **Grace Jones** and **Geoffrey Holder**. Now we're talking Interactive Movie!

**Interplay's New Line-Up** includes **Buzz Aldrin's Race Into Space** using hundreds of historical photos and digitized animations of actual footage from lift-offs, space walks, lunar landings and splashdowns.

**Interplay's Battle Chess CD-ROM** utilizes digitized clay models to produce it's cool **Star Wars** chess game effects.

—J.M.C.

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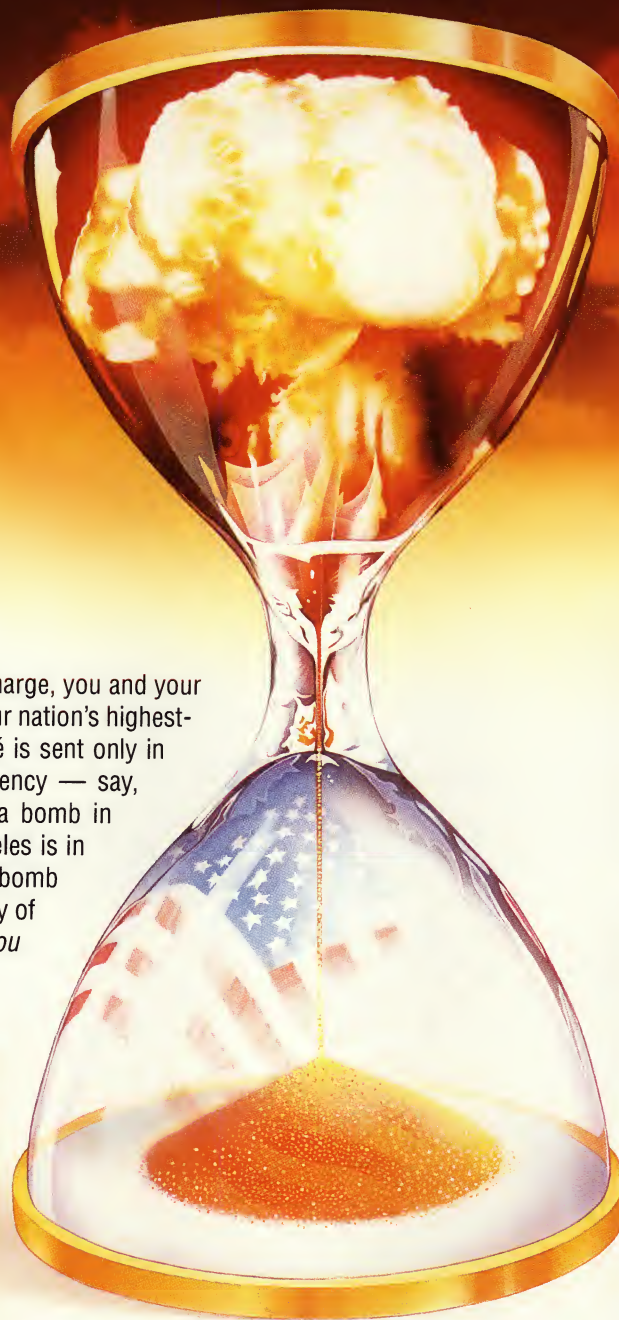


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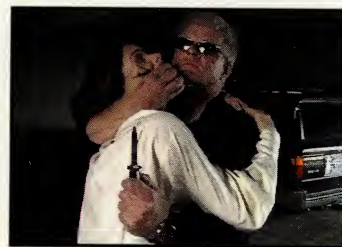
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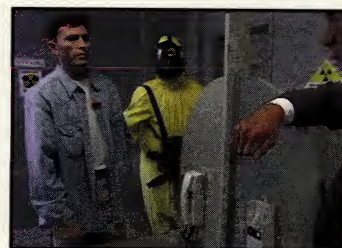
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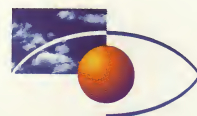
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